

ISSUE NO.
287
JANUARY
FEB/MAR PRE-ORDER

GTM



GAME TRADE MAGAZINE

BATTLE SPIRITS SAGA



SAVIOR OF CHAOS

\$3.99 US \$3.72 CAN



PRINTED IN CANADA

IN THIS ISSUE:

- MYTHS OF THE ARENA IS THE LATEST EXPANSION FOR THE ACCLAIMED SWORD & SORCERY LINE FROM ARES GAMES!
- THE MODERN RPG EXPERIENCE EXPANDS AS NEVER BEFORE WITH EVIL GENIUS GAMES' EVERYDAY HEROES: THE VAULT - RULES COMPENDIUM!

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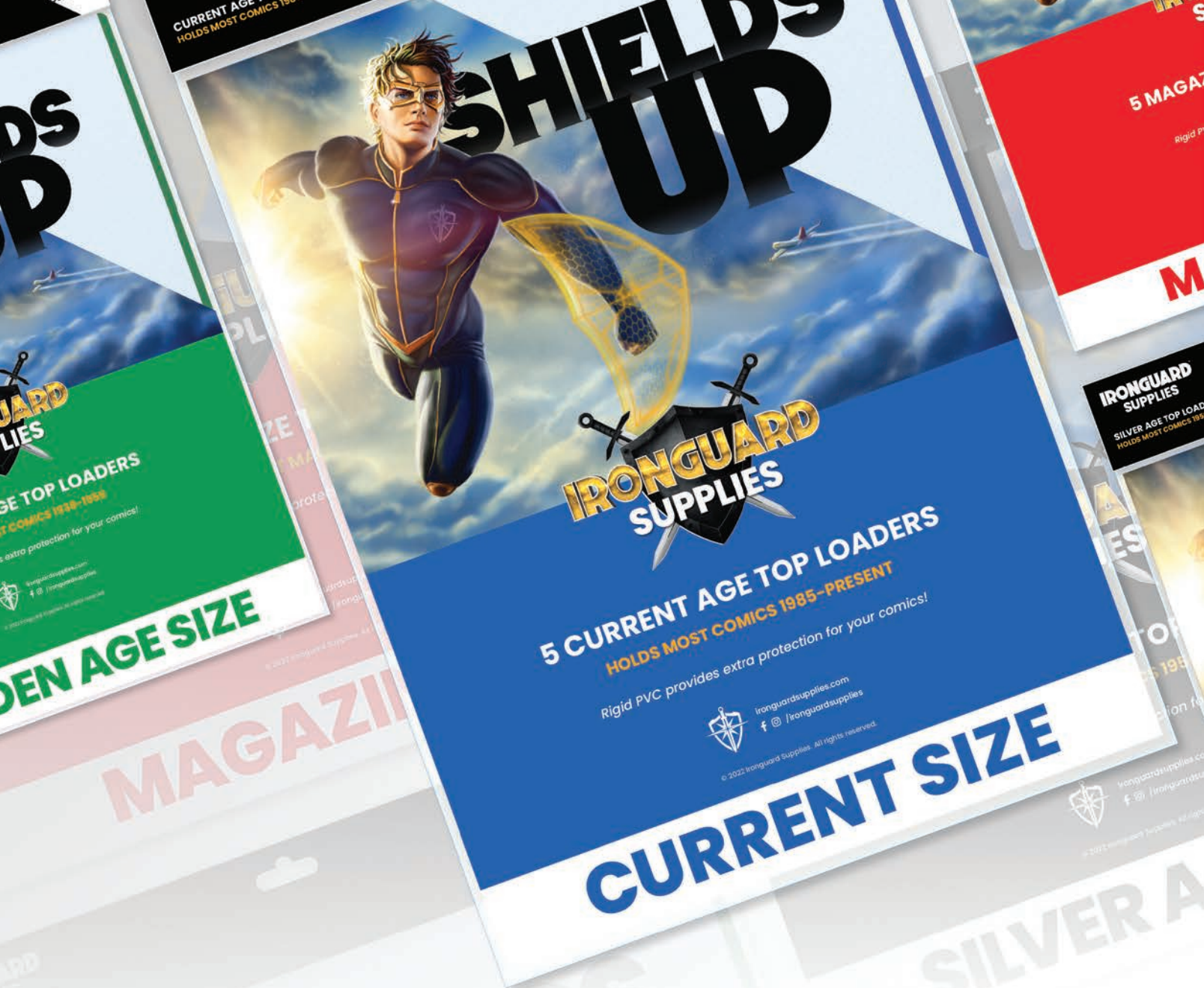
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COVER STORY



Battle Spirits Saga: Savior of Chaos

Calling all Evangelion fans! Be sure to check out the next incredible expansion for *Battle Spirits Saga*, *Savior of Chaos*!

by Bandai CO

12

FEATURES



Sword & Sorcery: Myths of the Arena: Quests And Survival

With three different ways to enjoy this latest expansion, *Myths of the Arena* provides a new and original approach to playing *Sword & Sorcery*!

by Ares Games Studios

14



Springboard into Modern Adventures: The Vault Rules Compendium

The *Vault - Rules Compendium Vol 1* is a massive collection of options and gameplay rules for the *Everyday Heroes RPG*!

by Evil Genius Games

54

GAMES

21



EXCLUSIVES



PAINTING HAPPY LIL MINIS

Everyday Heroes RPG: The Vault - Rules Compendium Vol. 1 Sample Pages

by Evil Genius Games

56

The Giant Book of Battl Mats: Random RPG Encounters

by Loke Battle Mats

58

Painting Happy Lil Minis Episode 65: Dark Iron

by Dave Taylor

64

FOR LAUGHS



by John Kovalic

10

UNSTABLE UNICORNS

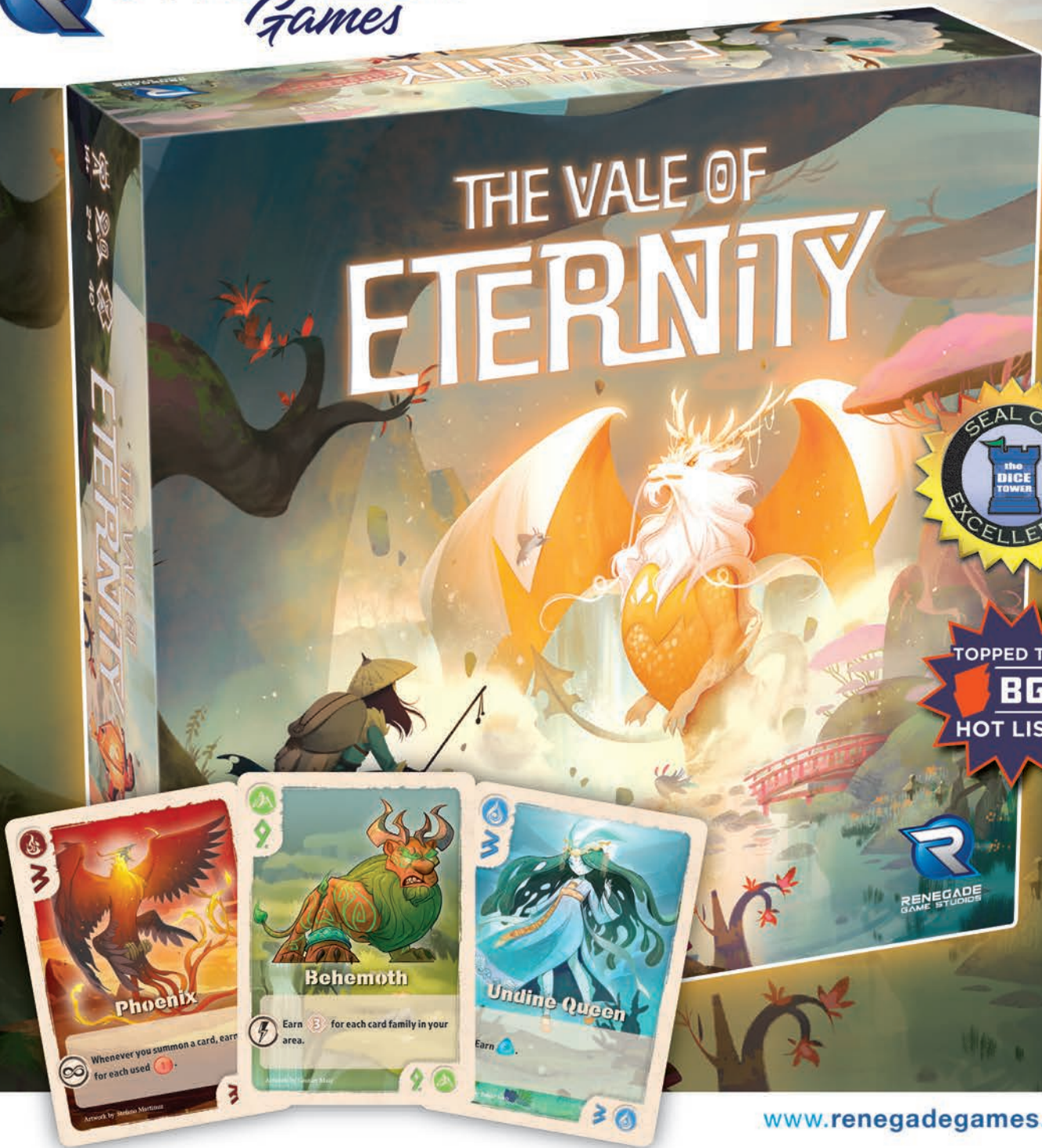
by Unstable Unicorns

10



The Great GTM Giveaway: Gulpax's Secret Edition

72



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PREVIEWS



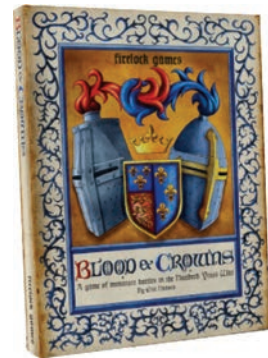
**Marvel HeroClix:
Marvel Studios Next Phase**
by WizKids/NECA

16



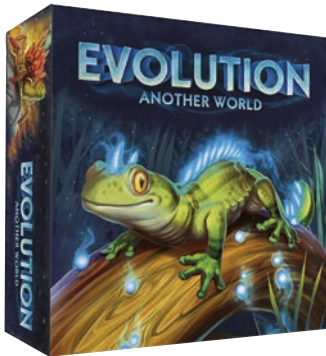
Welcome Back To Silent Falls
by Sophia Gambill

18



Blood & Crowns
by Mitch Reed

19



Evolution: Another World
by CrowD Games

60



Gulpax's Secret
by Thunderworks Games

62

SPOTLIGHTS



**Mirth & Mayhem Roleplaying -
a Closer Look at Free League's
New Fantasy RPG Dragonbane**
by Tomas Härenstam



20

REVIEWS



Dodos Riding Dinos from Draco Studios
Reviewed by John Kaufeld and Dell Kaufeld

66



**Ark Nova: Marine Worlds Expansion
Expansion from Capstone Games**
Reviewed by Brian Herman

68



Mindbug: First Contact from Ghost Galaxy
Reviewed by Whitney Grace

69



Rifts RPG: Titan Robotics Sourcebook from Palladium Books
Reviewed by Thomas Riccardi

70



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The town of Sandpoint has seen more than its fair share of danger and trouble over the years, including harrowing fires, prolific serial killers, goblin raids, and attacks by giants and dragons, but what faces the so-called Light of the Lost Coast now is its greatest threat yet! Something sinister has been manipulating events all along, and now a new band of heroes must step in to save this legendary small town from seven deadly dooms!

PZ090200-HC, PZ090200 - \$69.99, \$54.99



A good Game Master keeps many secrets, only to reveal them to the players when the time is right. Keep your secrets safe behind the Pathfinder Core GM Screen—updated to the Pathfinder Remaster with a useful chart of new terms.

PZ010001-MC - \$24.99

Greetings Dear Readers!

Happy New Year, and welcome to your January 2024 edition of *Game Trade Magazine*.

As we kick off another great year here at *GTM*, snow has covered much of the northeast where your intrepid Editor finds himself. I've always been a rather big fan of winter — playing outside with friends, hearing the * crunch-crunch * as you walk outdoors, and spending warm evenings inside with family and friends playing — you guessed it! — great games!

Our inaugural 2024 issue opens with a fantastic closer look at *Battle Spirits Saga* from our friends at Bandai! This fast-paced and fun strategic card battler is more popular than ever, following recent collaborations with both *Gundam* and *Tamagotchi*, and — coming soon — another with the fantastic *Evangelion* IP! If that's not enough, the stakes could not get any higher with the 2024 World Championship event happening this month as well!

However, if you prefer your action to be of the Role-Playing variety, then the good folk at Evil Genius Games have you covered. *The Vault: Rules Compendium Volume 1* has everything you need to fully dive into the world of the *Everyday Heroes RPG*. Be sure to check out the exclusive preview pages as well!

Of course, if fantasy worlds are more your cup of tea, then look no further than the latest expansion for the *Sword & Sorcery* line, *Myths of the Arena*! This latest release from the team at Ares Games is sure to please with three different game modes to play and more of the incredible content fans of this series have come to know and love.

I could go on and on, but I'll let you explore this issue and see all the great content for yourself.

Before we part, however, I wanted to turn this issue over to the latest addition to your *GTM* family — Eduardo Valdes! Our eagle-eyed readers will know that Eduardo first joined us back with issue #282 and we have been thrilled to have him on board. We think he's pretty great, and here he is, in his own words!

All this and more, dear readers. Happy New Year!

Game on,
-JG



PUBLISHER

Alliance Game Distributors

EDITOR/ADVERTISING MANAGER

Jerome Gonyeau

PRODUCTION MANAGER

Matt Barham

GRAPHIC DESIGNER

Eduardo Valdes

PAGEMASTER

Katie Skinner

Submissions should be sent to Jerome Gonyeau
jlg@alliance-games.com

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GTM

10150 York Rd, Cockeysville, MD 21030

GTM@GameTradeMagazine.com

WWW.GAMETRADEMAGAZINE.COM

Call for advertising Info: 410.415.9231

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Printed in Canada.



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Hello All,

As the newest member of the *GTM* team, it has been a monumental and personal achievement. I graduated from Purdue University Fort Wayne in 2020. But right after, I decided to take a break from the office "9-5", to explore my interest in tabletop gaming and joined the Alliance Game Distributors warehouse team. After a year or so there was an opportunity to grow within Alliance and I applied for the graphic design position. I have had the pleasure to work on various graphics for Alliance marketing from Open House 2023 to Big Picture emails. It is within *GTM* that I have been able to develop into a well-rounded Graphic Designer. I thoroughly enjoy working on the various art projects and at times, reverse engineer them, to get a sense of the given title's aesthetic by pooling all the artwork into one Photoshop file. I focus on the key parts and contents of the article to develop a "story like" layout to keep the viewer intrigued from start to finish. I look forward to providing fresh takes and incorporating my design ideas into the upcoming *GTM* issues.

And remember, always pay the ONE - Eduardo Valdes

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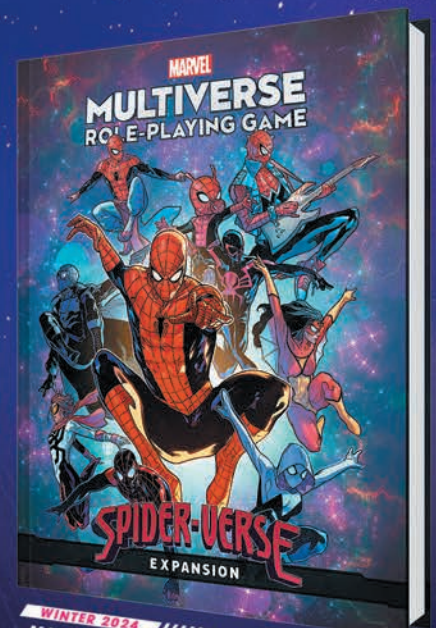
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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our JANUARY issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or May.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON

MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 691486.....\$34.95

ULTRA PRO

AMY BROWN
Scheduled to ship in July 2020.

AUTUMN STROLL PLAYMAT
UPI 15550.....\$19.95

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15525.....\$19.95

MORGAN LE FET PLAYMAT
UPI 15526.....\$19.95

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15549.....\$19.95

PASSAGE TO AUTUMN PLAYMAT
UPI 15530.....\$19.95

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15527.....\$19.95

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526.....\$19.95

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15527.....\$19.95

USAOPOLY

SPOTLIGHT ON

CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 68010720.....\$19.95

DRAGON BALL Z: COLLECTOR'S CHESSE SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO CH113449.....\$19.95

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.
USO HND0595.....\$19.95

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC0210103.....\$19.95

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 9096712.....\$19.95

SPOT IT!: RUDOLPH
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.
USO 91033069.....\$19.95

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FEATURED ITEM

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MAGIC THE GATHERING CCG: ARENA STATER KIT
WOC C7512000.....\$19.95

MAGIC THE GATHERING CCG: CORE 2021
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
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BUNDLE WOC C75070000.....\$19.95
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PLANESWALKER DECK DISPLAY (10) WOC C75060000.....\$19.95
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400.....\$19.95

WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019.....\$69.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster released The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752.....\$129.90

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755.....\$9.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753.....\$16.99

SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching ballpools for some playing! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON



SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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BATTLE SPIRITS SAGA

SAVIOR OF CHAOS

BAN
DAI

BATTLE SPIRITS SAGA: SAVIOR OF CHAOS

BAN 2716226..... PI | Available March 2024!

ABOUT BATTLE SPIRITS SAGA

Battle Spirits Saga is a strategic trading card game based on the original *Battle Spirits*, a game which has been attracting fans in Japan for over fifteen years. Since its launch in March 2023, this remake, which includes all new text and designs intended for the American and European markets, has seen the release of three card sets: Dawn of History, False Gods, and Aquatic Invaders. In July of 2023, the first *Battle Spirits Saga* Pro Tour event was held, and next year competitors from around the world will be gathering at the World Championship, which is scheduled to take place in January 2024.



numerous gravestones. Yellow, the Realm of Radiance, appears as an earthly paradise for the many cute creatures who frolic about under the watchful eye of beautiful angels. White, the Realm of Frost, is where the mechanized denizens traverse back and forth across vast, snowy plains. Green, the Realm of Forest, has an overabundance of birds and giant beasts, which live within its lush forests. And finally, blue, the Realm of Water, provides a home to rowdy buccaneers who spend their days brawling in its many seaports.

Despite all of their uniquely distinctive cultures and ideals, the birth of a unified empire managed to bring about an uneasy yet long-



THE WORLD WITHIN

The world of *Battle Spirits Saga* is made up of six separate realms, each with its own unique color. Red, the Realm of Flame, is a land of plentiful volcanoes and has dragons soaring overhead. Purple, the Realm of Gloom, is inhabited by demons and undead, which lurk among the



lasting harmony among these six otherwise unstable realms—until the day when mysterious bodies of energy known as soul cores began raining down from the heavens, marking the arrival of an entirely new era filled with chaos. Influential powers took advantage of the opportunities this chaos created, dividing and conquering the realms, and an even greater threat awoke from its sealed slumber to spread further disaster.

The Starhavoc Age, named after those initial catastrophic rains, begins its story in Dawn of History, then continues on with False Gods and Aquatic Invaders, and finally arrives at its conclusion in this fourth booster set, Savior of Chaos.

Siegwurm Nova returns to the battlefield in a new form that is nearly unrecognizable. Missing in action since the Realm of Gloom invaded, this hero from the Realm of Flame has come back to bring an end to the chaos. His unwavering spirit of generosity and the anger he feels toward those less scrupulous individuals meddling in world affairs is reflected in his card effects, which are sure to leave a lasting impression.

GAMEPLAY

A unique feature of Battle Spirits Saga is the core system that helps define its gameplay. Originally devised by Micheal Elliott, this system augments the cards used in the game with chips, which are referred to as cores. Players use the cores in their possession to pay card costs, which are printed on each of the cards they intend to play.

There are three types of cards in Battle Spirits Saga: spirits, which you summon onto the field and then attack your enemy with; nexuses, which will improve your chances in battle when placed onto the field; and single-use magic cards, which possess powerful effects that will punish your opponent. You can reduce the cost of playing spirits and nexuses when you play more of them with the same color, and once they are on the field, placing cores onto these cards

will raise their level, which increases attack strength and enables more powerful effects.

In Battle Spirits Saga, games are generally won by repeatedly attacking your opponent with spirits until their life is reduced to zero. Both players maintain their lives with cores, and when that life is lost, those cores immediately turn into an exploitable resource. How effectively you manage the cores in your possession will end up being the key to winning or losing games.

EVANGELION COLLABORATION

Following in the wake of previous collaborations with other IPs, which include Gundam and Tamagotchi, in this fourth booster pack release, Savior of Chaos, the Battle Spirits Saga card game will be introducing a brand-new collaboration with Evangelion.

Packs will include alternate-art cards of two separate rarities, Collaboration Rares and Collaboration X Rares, all illustrated with Evangelion artwork. Evangelion-themed core/token cards will be available as product box toppers. These core/token cards may be used in place of cores when playing games, making Savior of Chaos booster packs ideal for Evangelion fans who are just getting started on their Battle Spirits Saga adventure.

Collaboration booster packs and a collaboration starter deck composed entirely of Evangelion collaboration cards are scheduled to go on sale beginning in June 2024. With completely new card designs and in-game effects, these cards will enable players to experience the world of Evangelion while they battle it out on the field.

If you are a fan of Evangelion, Savior of Chaos is a perfect opportunity for you to set foot in the challenging world of Battle Spirits Saga.



MYTHS OF THE ARENA: QUESTS AND SURVIVAL

SWORD & SORCERY: MYTHS OF THE ARENA

AGS GRPR203..... \$49.90 | Available Now!

Even in the most advanced civilizations, blood, money, and violence are the perfect means to satisfy the lowest instincts of crowds and keep the subjects happy, and easy to rule over. The Talon Coast is no exception, and the sorcerers of Talon used their most powerful spells to create a legendary arena, a magical place you can reach from any place by using a Rune of Recalling.

Gladiators, captives, and creatures of every type are summoned to the Arena of Aegis from everywhere in the realms to fight for the enjoyment of the spectators. In *Myths of the Arena*, Heroes are challenged to battle the unspeakable dangers and lethal creatures of the arena and survive the final fight against the legendary champions – Cerberus and the Nemean Lion – to finally become Gods of the Arena. *Myths of the Arena* is the latest expansion for Sword & Sorcery. If you are not familiar with the game, read on!

WHAT IS SWORD & SORCERY?

Sword & Sorcery has been acclaimed one of the best cooperative dungeon-crawlers on the market. In the game, one to five players fight together, as legendary Heroes with unique powers against the forces of evil, which are controlled by the game system itself. Recalled from the dead and made immortal by the will of the Three Gods, the Heroes embark on a series of quests and recovery the long-lost memory of their powerful abilities. Heroes grow stronger during their story-driven quests, and the outcome of the adventure changes depending on the character/Hero and its alignment (Lawful/Neutral/Chaotic) and choices.



The first campaign using the game system, *Immortal Souls* debuted in 2017 with a core set, followed by three expansions (*Arcane Portal*, *Darkness Falls*, and *Vastaryous' Lair*) and eight Hero Packs introducing new Heroes, each with unique abilities and gameplay. In 2021, a new cycle started with *Ancient Chronicles*, a campaign set in the distant past of the events narrated in *Immortal Souls* and suitable both as a new starting point and for players who already played through the *Immortal Souls* campaign.

THREE DIFFERENT GAME MODES

Myths of the Arena provides a new and original approach to Sword & Sorcery. It is playable as a campaign expansion, offering new quests with a storyline revolving around the Arena of Aegis. However, it is also playable as a "survival" game or even in player-vs-player mode! Let's look in detail at these three game modes.

Gods of the Arena is a story composed of four "side quests": a series of connected missions/challenges of increasing difficulty, ending in the fight with the Legends of the Arena, to win epic treasures. These four scenarios can run parallel to the main plot of the Heroes' saga, which can be either *Immortal Souls* or *Ancient Chronicles*.

Lords of Endless Pain is a survival game presented as two side quest, playable both by low level Heroes (that is, during the first of the two "Acts" of a campaign) or high-level Heroes (that is, during the second Act). These quests are going to be a real test for the Heroes – they feature very challenging, almost endless waves of random Enemies, and surviving these waves can grant mythic prizes to the Heroes.

The third game mode, **Clash of the Heroes** introduces a competitive contest, something completely new to the Sword & Sorcery game experience. It's a Player-versus-Player (PvP) competitive game mode where teams of Heroes face each other in a lethal fight to discover who is the real "god" of the sands.

SO, WHERE SHOULD I START?

The great feature of *Myths of the Arena* is that players can pick it up and use it, with the game mode they prefer (or all of them!) no matter which core set they own – it is compatible both with *Immortal Souls* and *Ancient Chronicles*, and you can start playing *Sword & Sorcery* with either of these core sets, before adding *Myths* - whether your choice is to play the side quests, or just fight to become the greatest Hero of the Arena, *Myths* is guaranteed to add fun and replayability to the game. It's by no means the only S&S product which is cross-compatible with both campaigns, though!

Only *Sword & Sorcery* campaign sets are linked to each other. When you play *Immortal Souls*, you should continue with *Arcane Portal*, *Darkness Falls*, and *Vastaryous' Lair*. When you play *Ancient Chronicles*, you need to continue play with the upcoming second Act – *Northwind Tales*, due for release at the end of 2024.

Many other S&S products, however, can be used with both sagas. You can get any of the eight *Immortal Souls* Hero Packs, such as the druid *Samyria* or the necromancer *Onamor*, and play them in *Ancient Chronicles*. Or you can get one of the special *Ancient Chronicles*

Hero Packs, like the martial artists *Genryu* and *Shakiko*, or the Norse warriors *Sigrid* and *Sigurd*, and use them in *Immortal Souls*.

You can also add other gameplay expansions to both *Immortal Souls* and *Ancient Chronicles*: the *Alternate Hero* and *Ghost Souls* set, including alternate versions of the five Heroes included in *Ancient Chronicles*; the *Nemeses* expansion set, which introduces a new type of Enemies which emulate the Heroes' own dark side; the *Lawful* or *Chaotic Familiars*, a new type of faithful "pets", intelligent little creatures to help the Heroes during their adventures.

A variety of official *Sword & Sorcery* accessories are also available and can be used with both campaigns, replacing the regular components included in the core sets to enhance the game experience: "dungeon dressing" miniatures such as doors, chests, altars; metal coins; cloth bags; extra sets of dice.

Seven years after its launch on the market, *Sword & Sorcery* is still the dungeon crawler of choice for expert players looking for a challenging experience. If you have not tried it yet, it's time you do!



MARVEL STUDIOS HEROCLIX NEXT PHASE

WIZKIDS

MARVEL HEROCLIX: MARVEL STUDIOS NEXT PHASE BOOSTER BRICK

WZK 84927 \$169.90 | Available February 2024!

MARVEL HEROCLIX: MARVEL STUDIOS NEXT PHASE PLAY AT HOME KIT SHE-HULK

WZK 84931 \$19.99 | Available February 2024!

LAST "SEASON" RECAP...

Last Summer, original series *WandaVision*, *The Falcon and the Winter Soldier*, *Loki*, and *What If...?* assembled to deliver unfathomable excitement to *HeroClix* in *Marvel HeroClix: Marvel Studios Disney Plus*! Plenty of showstopping characters made appearances, such as The Scarlet Witch, Vision, Captain America, Winter Soldier, Loki, Captain Carter.



Mission Points made a grand return and enhanced Mission Point teams released in the last few sets! The Scarlet Witch was quite a force to be reckoned with in competitive play and many players summoned the powers of The Darkhold on their path to victory! After the *HeroClix World Championship* this year, *Marvel HeroClix: Marvel Studios Disney Plus* rotated out of Modern play, but fans of the new wave of incredible Disney Plus shows can look forward to bringing more of their favorite characters from the screen to their collection and the battlefield!

NEXT "SEASON" COMING SOON...

Marvel studios has continued to deliver thrilling, charming, and humorous content over the past few years. This set brings some new favorite Disney Plus characters such as She-Hulk, Hawkeye, Moon Knight, Werewolf by Night, and I Am Groot to the tabletop! With more than 60 figures to collect, this is among *HeroClix's* biggest forays into the Marvel Cinematic Universe. Discover magical moments such as Wong and Madisynn's streaming binge, Baby Groot's trip to the spa, and an epic hunt for the ancient Bloodstone.

On the gameplay side, *Marvel HeroClix: Marvel Studios Next Phase* offers tons of strategy and excitement for players to sink their teeth into. Here are a few sneak peeks at themes and mechanics you'll find in the set:

MARVEL HEROCLIX: MARVEL STUDIOS NEXT PHASE PIZZA PARTY - HAWKEYE

WZK 85001 \$29.99 | Available February 2024!

MARVEL HEROCLIX: MARVEL STUDIOS NEXT PHASE PIZZA PARTY - SHE-HULK

WZK 85002 \$29.99 | Available February 2024!

THE AVATARS RISE!



Mythology, mysticism, and meddling with mortals... These Egyptian gods are ready for some divine intervention! Are you prepared to carry out their plans? Channel the power of the gods into worthy avatars or summon these deities straight to the battlefield to take matters into their own hands, claws, or paws.

For 10 points, you can pair deities from the Moon Knight series with friendly characters during force construction to gain access to additional powers. Ammit, Khonshu, and Taweret each offer different power combinations to those characters assigned as their avatar. For example, the AVATAR OF KHONSHU can use Stealth and Probability Control. To maximize this build, you can use characters with the Herald keyword, such as Moon Knight or Harrow, to reduce the initial point cost from 10 to 0.

WE ARE GROOT!

Four iterations of Groot can be swapped in and out of the game with SHIFTING FOCUS: I AM GROOT. This is a great way to adapt your strategy and keep your opponent on their toes. Use Baby Groot to generate hindering terrain with CAUSING MISCHIEF, then bring out Spa Groot for MUD BATH Regeneration. There is a Groot for every occasion, even Dancing PJ Groot when you're ready for a victory dance!

BABY GROOT™
GUARDIANS OF THE GALAXY, RAVAGERS, COSMIC, PIRATE

SHIFTING FOCUS: I AM GROOT
FREE: If Baby Groot began your turn on the map, replace him with another character with this trait on the same click number.

CAUSING MISCHIEF
FREE: Choose one:
• Generate a hindering terrain marker.
• Destroy all adjacent standard terrain markers.





TRICK ARROWS!

Fill your quivers with some of Hawkeye's most peculiar projectiles! When a Trick Arrow is equipped, you'll choose any three Trick Arrow cards and set them facedown, without telling your opponent what you've chosen. Whenever the equipped character hits with a ranged attack, you can choose one of the facedown Trick Arrow cards and turn it face up to perform its special effect. Whether you're slinging around USB arrows, Acid Arrows, or the Too Dangerous Arrow, you'll be sure to surprise your opponents!

Whether you enjoyed the courtroom drama of *She-Hulk* or the classic horror of *Werewolf by Night*, this set has something for you!



These shows also had great villains, so you'll be able to collect Titania, Echo, and more as you complete your set and build the power of your *HeroClix* team. In addition to 5-figure boosters, this release includes several other ways to experience *HeroClix*!

EPISODE 01: VIEWING [PIZZA] PARTY

Introducing a new way to get a fun and thematic taste of *HeroClix*! Inspired by Lucky the Pizza Dog's favorite snack, each specially designed box contains two figures from *Marvel Studios Next Phase* with new dials and cards. A few other treats inside the box include a Team-Up card and a Pizza Object token. Pick up the *She-Hulk* and *Hawkeye Pizza Party* at your local store for some tasty, tactical take-out!

LUCKY™

MARKSMAN, ANIMAL, MARTIAL ARTIST

★ PIZZA RETRIEVER

At the beginning of game, generate a Pizza object. // When a friendly character would use the Trick Arrow equipment, before revealing the card, you may roll a d6.

☞ ☞: Shuffle a friendly used Trick Arrow card into that character's unused Trick Arrow cards and set them face down.



EPISODE 02: THE LEAD ROLE

Retail Chase Boosters are another new product being introduced with this set, *Retail Chase Boosters*, are an exclusive order incentive for retailers, which are not intended for resale. The kit comes stacked with a guaranteed Chase figure, two other figures, premium dice, and three exclusive bystander tokens. Players should inquire at their local store as to the availability of the kit and how each individual store will be utilizing this product, which could range from event champion grand prizing to piecemeal prizing of the components.

EPISODE 03: NOW STREAMING

Sometimes it's fun to stay in and binge some *HeroClix*! *The Play-at-Home Kit* is a staple of most major *HeroClix* releases that provides a great way to get a new double-sided map, terrain tokens, and an awesome figure! One of the *Marvel Studios Next Phase Play at Home Kit* features *She-Hulk* in her purple athletic outfit.



You can bring home the fun this Spring!

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WELCOME BACK TO SILENT FALLS



Alice is Missing: Silent Falls Expansion

RGS 02660 \$20.00 | Available February 2024!

The long-awaited expansion for the award winning silent roleplaying game *Alice is Missing* is coming this February, 2024! Travel back to Silent Falls and dive into new, mysterious stories and an entirely new gameplay experience. This expansion introduces 38 new cards (more than half the amount of cards in the original game!) to integrate into the base game. This includes 4 new playable characters, 2 new relationship cards with 12 new prompts, 3 new Suspects, 3 new Locations, 4 new Searching cards, and 22 new Clue cards. Explore new locations like the dark and eerie Caloma Caves, and confront new suspects like distant father John Briarwood. This expansion challenges players to dig deeper into the emotions of the story and discover more about the dark world of Alice Briarwood. It is time to rediscover the groundbreaking and extremely unique *Alice is Missing* with these new cards and stories!

Alice is Missing is a silent roleplaying game for 3-5 players ages 16+ where players can communicate only through text messaging. Players enter the sleepy town of Silent Falls and investigate the disappearance of 16 year old Alice Briarwood, a high school junior to whom all characters have a different relationship with. *Alice is Missing* is a fully cooperative game played in a single 2-3 hour session. In the first 45 minutes, players will create their characters, their relationships to Alice, and their ties with each other. The next 90 minutes of the game consist of characters' text message conversations as they find out what happened to Alice.



The game has no formal game master, but one player, the facilitator, learns the rules, explains the game, and guides players through the game. The instructions walk the facilitator through the set up and game play in a very easy and approachable way. Unlike most pen and paper roleplaying games, this makes *Alice is Missing* quick to learn and accessible. It also allows all players, including the facilitator, to roleplay a character and work to solve the mystery of Alice's disappearance. *Alice is Missing* is great for any game group as it can be played both in person and online! Materials are online at www.aliceismissingrpg.com which help the facilitator get the game rolling. On the website, players and facilitators can find a variety of resources including missing posters, an animated timer, a Discord server template and even more content that can be utilized to enhance both in person and online games.

The designer of *Alice is Missing*, Spenser Starke, is known for making mold-breaking roleplaying games, such as his 2019 ENNIE nominated game *Icarus: A Storytelling Game About How Great Civilizations Fall* and the ENNIE award winning roleplaying game, *Kids on Brooms*. *Alice is Missing* has received many awards including Product of the Year (ENNIES, 2021), Gold Winner for Best Game (ENNIES, 2021), Gold Winner for Best Rules (ENNIES, 2021) and Best Tabletop Design (INDIE CADIE, 2021). The emotional, haunting, and alluring story of Alice is also in development as a major motion picture with Paramount +. This movie will be co-written by Starke and written and produced with names such as Becca Gleason, Ivan Van Norman and Christopher De La Rosa.



Silent Falls is a highly requested and anticipated expansion for a game beloved by many dedicated fans. This one-of-a-kind roleplaying system is soaring to new heights with this expansion and fans are ecstatic and ready to get their hands on a copy! Rediscover this amazing and emotional roleplaying experience with the *Silent Falls* expansion!

Sophia Gambill is a Sales Assistant at Renegade Game Studios. A lover of all things tabletop games, her knowledge of the hobby aids her in spreading her passion for games to others.





BLOOD & CROWNS

by Mitch Read



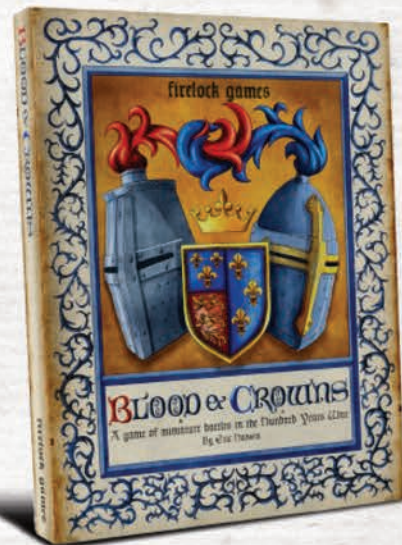
BLOOD & CROWNS IS A NEW SKIRMISH game that covered the Hundred Years War and my journey from never having an interest in this period to becoming excited about it is a wild story I wish to share with you.

I wish that my love of history was more well-rounded. When it comes to certain periods of history I have little more than a rudimentary knowledge of what occurred and may be able to recognize a few battles, dates, and historical figures. When it comes to the history of the Hundred Years War, I know it lasted more than a century and other than reading Shakespeare's *Henry V* and John Keegan's *Illustrated Face of Battle*, both of which I read back in High School, I know little about the conflict. When I heard that Firelock Games was working on a new game called **Blood & Crowns** that covered this period, I did not list it as a "must buy", however after seeing a draft of the rules and especially after my NoDiceNoGlory.com interview with Eric Hansen, the designer, I was hooked and now I am getting ready to paint around 100 models to play this great game.

For those who have loved the other "Blood &" series, you will feel right at home with the flow of the mechanics and quickly learn the basics of the game. One thing that seasoned Firelock grognard will notice is how much Eric added to the core engine to bring out the rich flavor of the period. The book has the main combatants of the period the English and French armies, however you can also field Scottish, Irish, Welsh, and Spanish armies to fight it out on the table. Along with these historical factions, **Blood & Crowns** has a very broad scope that allows you to fight battles on the sea, siege a fortress and the unique missions included in the book really gives you all the flavor that you will need to get into the period.

For those not familiar with Firelock Games and love the period, I think that you would be impressed with **Blood & Crowns**. I love reading rulebooks, even ones that cover periods I never plan to play to see how they built their mechanics. When comparing **Blood & Crowns** to other skirmish games of this period, the width and depth of **Blood & Crowns** has the width and depth at the right levels that will convert a lot of players who already enjoy this period. Using the smooth core mechanics that defines the series combined with the expanse covered in **Blood & Crowns** will impress even the crustiest man-at-arms.

What really convinced me to try this period was talking to Eric. Once you hear the passion he has in our podcast, you will also want to check out this game. You can tell that he knows this period very well and did even more research in putting together this book. Another thing that struck me from my talk with Eric is that he really gets game design. Many superfans of a particular period who venture into the world of design rely mostly on the historicity of their



Blood & Crowns Rulebook

design more than the game mechanics. Eric has a talent at both which is very rare, and many gamers do not realize that. As you can hear in our discussion I went from an interviewer to a fan and then to a customer.

I did play test the game before my chat with Eric, however our talk made me pull out my proxies and look at the game not from the mechanics point of view but instead looking at the unique flavor of the period. Bottom line is that the game is fun and bloody other than bowmen, combat is up close and personal. I also played with my eye on the lists and their distinct capabilities and game impressed me even more.

Think about what kind of game could get someone who has never desired to play the period, and who has stacks of unpainted miniatures to into a Hundred Years War game and puts the models to play the game on a must paint next list? This has happened to me before and I fall for the same trap, great mechanics, deep and well written rules, and most of all fun to play. Even if you have a similar unfamiliarity with this period should check out this game so they will not think themselves accursed they were not playing **Blood & Crowns** and hold their manhoods cheap while any speaks of **Blood & Crowns**.

MIRTH & MAYHEM ROLEPLAYING A CLOSER LOOK AT FREE LEAGUE'S NEW FANTASY RPG

DRAGONBANE

DRAGONBANE

FLF DGB001 \$49.99 | Available Now!



"Of the many TTRPGs played this year, *Dragonbane* stands out as one of the best."

— Screen Rant Review

"This feels like the kind of game that you play when you may have forgotten why you enjoy fantasy roleplaying, just to remind yourself of some of the wonders of adventuring."

— Gnome Stew Review

"*Dragonbane* is now my go-to fantasy TTRPG, and it gets a huge recommendation from me."

— Pop Geeks Review

Free League Publishing's New Fantasy RPG *Dragonbane* was officially released at last year's Gen Con, and the massive core boxed set will soon get an illustrated Bestiary, followed by a wide range of supplements.

Dragonbane is a game with room for laughs at the table, while still offering brutal challenges for the adventurers. We call this playstyle "mirth & mayhem roleplaying" — great for long campaigns, but also perfect for a one-shot.

Dragonbane is a translation of *Drakar och Demoner*, Scandinavia's first and biggest tabletop RPG, originally launched in 1982. This new and reimagined edition has one foot firmly planted in the heritage of decades of Swedish gaming and the other in the modern and innovative game design for which Free League Publishing is known worldwide.

Dragonbane is a fantasy tabletop roleplaying game full of magic, mystery, and adventure, and comes with all of the fantastical creatures that you'd expect plus a few more — not least the duck-like mallards! What makes this game stand out though, is how it approaches the fantasy RPG legacy.

The game uses a skill-based D20 system that is very easy for new players to learn. Each skill is rated from 1 to 18, and the player needs to roll equal to or lower than the skill level to succeed. That's right, in this game you want to roll low.

Rolling a natural 1 is called rolling a dragon, and triggers powerful special effects.



The core *Dragonbane* game has ten professions, including the classic Fighter, Mage, Hunter and Thief, but also the more unorthodox Artisan, Merchant, Mariner and Scholar. The profession will impact a player character's starting skills and give it a starting heroic ability, but after the game starts the player is free to further develop their character in any way they choose, unbound by any class restrictions. Character advancement is also skill based, increasing the character's skill levels and giving them new heroic abilities. That's right — there are no levels in *Dragonbane*. The more gradual advancement gives the player more control over their character's development, but also means that even an experienced character is never completely safe from harm — not even from the lowliest goblin.

Any self-respecting fantasy RPG needs a robust combat system, and *Dragonbane* is no different. Combat is fast, tactical, and deadly. At every turn, the player will need to make the crucial choice of whether to attack or defend, and any mistake can have dire consequences. The deadliness of the combat system ensures that fights never drag out, but even knocked-out combatants can get back on their feet quickly and join the action again.

Beyond combat, the *Dragonbane* core game has solid rules for travel, magic, and monsters — and an Adventures book with no less than eleven adventures tied together in the epic campaign Secret of the Dragon Emperor. The base game is packaged in a massive boxed set, including custom dice, maps, playing cards, cardboard standees, and pre-generated characters — everything a group needs to play for hundreds of hours is included in the core set, with an MSRP of just \$49.99.

This coming March, the core game will be joined by an illustrated Bestiary. From cat people to chimeras, fairies to frog people, hippogriffs to hydras, and much more — the Bestiary includes no less than 63 wondrous creatures for the player characters to encounter. Each of them is brought to life in text and art, as well as a random encounter and a seed for a complete adventure. Among these fantastic beings, there are nine new playable kin, each with their own unique ability.

...



Tomas Härenstam, Lead Designer/Co-founder and CEO of Free League Publishing, Tomas started writing roleplaying games at 12. Tomas has a professional background as a foreign news journalist, reporting from the Middle East and other conflict zones. He later moved into gaming as a product manager at Paradox Interactive, before Free League became his full-time endeavour. He is also the lead designer of Forbidden Lands, the ALIEN RPG, Twilight: 2000 4th Edition, the Blade Runner RPG and Dragonbane.



ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #289

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 289 \$3.99

ARCANE TINMEN

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ATM 12623 \$9.49

THE ARMY PAINTER

SPOTLIGHT ON



WET PALETTE: WARGAMERS EDITION

The best Wet Palette just got bigger and better! Superior quality and custom-designed to keep acrylic paints preserved, perfectly smooth, and creamy. The Wargamers Edition Wet Palette comes with a special hardplastic inner layer design featuring 30 paint wells for Speedpaints and Washes.

TAP TL5057 \$44.99



FEATURED ITEM



WARPAINTS FANATIC: COMPLETE PAINT SET

This set is the ultimate collection for even the most fanatic hobbyist! Featuring unsurpassed coverage and a satisfying consistency for smooth, and easy application. The Complete Paint Set features all 216 paints, including 162 vibrant colours, 18 metallics, 18 effects paints, and 18 washes. Warpaints Fanatic has been developed in collaboration with professional painters, gamers and the hobby community. Scheduled to ship in March 2024.

TAP WP8070 \$759.00



FEATURED ITEM



WARPAINTS FANATIC: MEGA PAINT SET

This paint set contains a comprehensive collection of 50 Warpaints Fanatic. Featuring unsurpassed coverage and a satisfying consistency for smooth, and easy application. Warpaints Fanatic are easy to use for beginners, yet capable for the best miniature painters in the world. FREE Paint Station & Brush included! Scheduled to ship in March 2024.

TAP WP8067 \$199.99



B.A. GAMES



FORGES OF RAVENSHIRE

Grab a hammer and some steel, it's time to forge! The Blacksmiths Guild of Ravenshire is in need of a new Forgemaster. You and your fellow smiths are competing to see who can make the most money and become the new Forgemaster. Scheduled to ship in May 2024.

BAE S02001.....\$70.00

BANDAI CO.

SPOTLIGHT ON



DIGIMON TCG: INFERNAL ASCENSION BOOSTER DISPLAY (24) (EX-06)

The Seven Great Demon Lords and the Three Archangels assemble! Join the game with new text, making it possible to build "The Seven Great Demon Lords deck" at last. Also, The Three Archangels Seraphimon, Ophanimon, and Cherubimon are now available as ACE cards! The "Legend-Arms" deck, which was introduced in BT03 and ST13, and was very popular among users, has been greatly enhanced. Digimon with Jogress evolution such as Mastemon and Ragnaloardmon will be included as ACE cards. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2733451.....PI



SPOTLIGHT ON



DRAGON BALL SUPER MASTERS TCG: ZENKAI - SET 08 BOOSTER DISPLAY (24) (B25)

To celebrate the 7th anniversary, we are going to run two gorgeous campaigns! 7 limited edition cards for the 7th anniversary will be available.

4 SCRs only available in this set! Although the GDRs are well known for their low inclusion rate, this time, two types of GDRs are included and one of the two types comes in a special 7th anniversary edition. SLR (Special Leader Rare), which appeared in the previous set, is also included in this set! Enjoy the gorgeous leader cards featuring many popular characters. The new Z Unison from the previous set will be enhanced expanding the Z Unison so that it can be used in a wider range of situations, expanding the scope of Z Deck's play! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2725150.....PI

SPOTLIGHT ON



ONE PIECE TCG: BOOSTER DISPLAY (24) (OP-07)

This pack is filled with popular characters such as Bonney of the Supernovas and Hancock of the Kuja Pirates! Other themes will be included too. Six new Leader cards appear, including the red Leader Monkey. D. Dragon of the Revolutionary Army! These Leaders are set to shake up the playing field with unexpected strategies. An excellent companion to previous products, including the recently released Extra Booster Pack. The inclusion of several new themes also makes this pack perfect for newcomers looking to catch up to the experts in no time! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2724754.....PI

ONE PIECE CARD GAME

SPOTLIGHT ON



ONE PIECE CARD GAME

ONE PIECE TCG: DOUBLE PACK SET V4 DISPLAY (8) (DP-04)

As the next best set for value after Boosters, this product will appeal to general consumers and increase exposure to *ONE PIECE Card Game* in stores! The packaging doubles as a card case, making this product more economical, accessible, and collectible. Each set will include 2 randomly selected DON!! cards with exclusive designs, encouraging multiple purchases to collect them all! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2724757.....PI

BARREL AGED GAMES



FORTIFY

It's a hot summer and you see a new family just moved in across the street and you know what that means, boxes! You round up your friends and a giant bag of water balloons. You quickly split into teams, start stacking boxes, and fill your water balloons because everyone knows its time to Fortify! Use the variety of boxes (Cards) to create a closed wall around your Base. The larger you make it the more friends can fit inside. The more friends you have the faster you can build or the more water balloons (Dice) you can toss at your opponents fort. Roll well and land your water balloons on boxes, rival friends, and ultimately their base to claim the day and the pride of the neighborhood! Scheduled to ship in March 2024.

BAG 02-100.....\$34.99



FORTIFY: SUPER SOAKER EDITION

Build forts and toss water balloons in an epic tabletop showdown that takes you back to your childhood in this real-time strategy game! This edition comes with everything in the Kickstarter Deluxe, but ALL the cards are Waterproof the board is replaced with a Neoprene Mat and the game comes in a Limited Edition Super Soaked Box! Scheduled to ship in March 2024.

BAG 02-200.....\$44.99

STOOL PIGEON

A tactical card game where you race to eliminate some loose ends from your pigeon-mafia family before the fowl Feds come knocking! Scheduled to ship in January 2024.

BAG 03-100.....\$19.99



BEZIER GAMES



BLUEPRINTS OF MAD KING LUDWIG

Select rooms to add to your castle's floor plan. As you complete rooms' entrances by connecting them to other rooms, earn new abilities such as adding or removing entrances, earning new bonus cards, and taking extra turns. Keep your eye on the King's favors to beat out your opponents for public goals, as well as create courtyards and moats around your castle for some massive points to get ahead! The player who sketches the castle most suited to the whims of King Ludwig takes the royal victory! Scheduled to ship in February 2024.

BEZ BMKL.....\$49.95

BRIGHT EYE GAMES



CORAQUEST: KEEP ON QUESTING EXPANSION

An expansion to *CoraQuest*, a family dungeon crawling board game, that adds campaign rules to the base game. Players are now able to level up your heroes between quests, and also keep treasure from one adventure to another. There are two full campaigns included - The Curse of Hoodiez and A Spotters Guide to the Dungeon. Each campaign contains five brand-new adventures to play through. There is also very simple guidance on how to turn the base game adventures into a campaign, as well as write your own campaigns yourself.

BEG CQU002.....\$35.00

CAPSTONE GAMES

BOONLAKE: ARTIFACTS EXPANSION

For some weeks, all sorts of treasure hunters have been scurrying around Boonlake. Odd artifacts that were found in the lake have attracted your attention. They are of a special nature and require a strange form of energy source. It seems as if they are powered by a Variable Atomic System Energy in short, V.A.S.E. Since you have found out that vases provide an opportunity to generate electricity, they have gained a completely new significance in Boonlake. So, build a shipyard and start retrieving the treasures! *Boonlake: Artifacts* features a new Lake gameboard that gives players more options to gain bonuses and points throughout the game. Scheduled to ship in November 2023.

CSG BOON124.....\$39.95



CATALYST GAME LABS



FANDOOBLE AND THE DRAGONS EYE

Scheduled to ship in March 2024.

CAT 55010.....\$24.99

NOT FINAL ART



SHADOWRUN DBG: EDGE ZONE DECK BOX (2 PACK)

CAT 28706.....\$11.99

HeroScape

Age of Annihilation

IS BACK! 2024



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GAMES

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GTM

JAN 2024

23



SHADOWRUN RPG: CRITTER DECK

The Critter Deck accompanies Shadowrun 6E RPG: Wild Life with dozens of fully illustrated reference cards for a wide range of Shadowrun critters. The pictures and game stats make it easy to throw a range of critters into your game! Scheduled to ship in January 2024.

CAT 28515.....\$14.99



SHADOWRUN RPG: SCOTOPHOBIA

Scotophobia establishes the main Shadowrun plotline for the next year. Building on the foundation of previous books such as Cutting Black, Slip Streams, Collapsing Now, The Third Parallel, and Astral Ways, it details a nefarious metaplanar plot that could cripple the Sixth World and what runners can do to stop it.

CAT 28303.....\$49.99

SPOTLIGHT ON



SHADOWRUN RPG: SIXTH WORLD CORE RULEBOOK - CITY EDITION: BERLIN

Shadowrun 6E RPG: Sixth World is the latest edition of one of the most popular role-playing games of all time. In 2080, the world is controlled by massive megacorps that draw on a wealth of technology and magic to keep the world under their heels. But there are some people who resist, who refuse to sell out, and who survive by living in the margins and developing the skills that make them indispensable. City Edition: Berlin contains the full, updated rules content of Shadowrun, Sixth World along with bonus pages of art, fiction, contacts, plot hooks, and other content to get players started in Berlin.

CAT 28000B.....\$49.99

SHADOWRUN RPG: WILD LIFE

Wild Life is the core critter book for Shadowrun 6th Edition, a catalog of a range of creatures that can provide interesting challenges and plot hooks for many shadowruns. With lavish illustrations arranged by critter habitats, this book can help immerse readers in the world of critters and their place in the Sixth World. Whether or not they're active Shadowrun players, readers will get imaginative explorations of extraordinary beasts and the role they play in the shadows. Scheduled to ship in January 2024.

CAT 28008.....\$49.99



CHAOSIUM

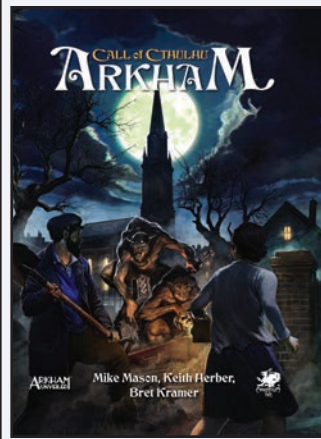


RUNEQUEST RPG: THE GLORANTHA SOURCEBOOK

A Guide to the Mythic Bronze Age World of Glorantha! The Glorantha Sourcebook is the setting guide for a mythical world of Bronze Age fantasy. It is every Runequest player's stepping stone into legend. This is a player and Gamemaster book designed to shed further light across the mythical setting for Runequest. The book contains no rules text, allowing players to delve into one of the most richly imagined fantasy worlds ever created, and apply it to any gaming system they desire. The story of the gods of Glorantha, the Elder Races, the background of the dreaded and misunderstood Lunar Empire, and deep detail on the workings of Gloranthan magic. Scheduled to ship in February 2024.

CHA 4046-H.....\$44.99

SPOTLIGHT ON



CALL OF CTHULHU: ARKHAM

On the streets of Arkham, the threat of the Cthulhu Mythos is ever-present. Call of Cthulhu: Arkham is the definitive guide to the signature setting of Call of Cthulhu, and a premium resource for Keepers of Arcane Lore. A sandbox campaign setting for Call of Cthulhu. The history of Arkham and the Miskatonic University. Details of 9 neighborhoods, with over 290 locations, and 80 fully-detailed NPCs. New rules and skills for Arkham investigators make this book ideal for Call of Cthulhu players. Scheduled to ship in February 2024.

CHA 23182-H.....\$59.99

CHESSEX MANUFACTURING

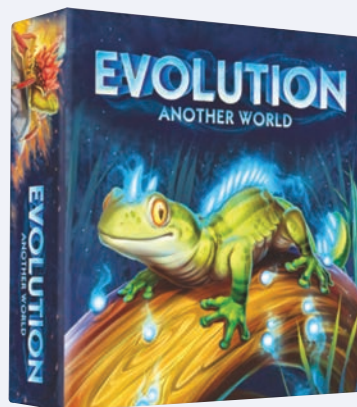
BAG OF 10 COUNTUP&DOWN D20S

CHX LE922.....\$30.00



CROWD GAMES

SPOTLIGHT ON



EVOLUTION: ANOTHER WORLD

Evolution: Another World is a card game in a beloved Evolution: the Origin of Species series. In the game, you create animals and give them traits, so they survive and thrive in the chaotic world of wondrous creatures. The goal of the game is to give your creatures enough energy to transmute and transcend their state of existence. The first player to transmute three creatures wins the game. Scheduled to ship in March 2024.

CGA 14001.....\$35.00

CUBICLE 7

DOCTOR WHO RPG: SECOND EDITION

Scheduled to ship in February 2024.

ADVENTURES IN SPACE

The Doctor's adventures take them to hundreds of alien worlds where anything can happen. Explore some of these distant planets, and create new worlds of your own. Adventures in Space provides a whole host of planets to explore in your adventures with Doctor Who including rules for creating your own new alien worlds, along with their inhabitants. Twenty planets from the series are covered as well as new, exciting environments for the Gamemaster to set their epic adventures. Give your customers more worlds to explore with the Doctor Who: The Roleplaying Game Second Edition.

CB7 1310.....\$39.99



**GAMEMASTER'S SCREEN**

CB7 1308\$29.99

**THE SECRETS OF SCARAVORE ADVENTURE BOOK**

In the time before humanity, even before the rise of Gallifrey, Scaravore was imprisoned for its crimes. Last of a long dead species, it slumbered, sending its influence out into the stars. Now it seeks to rise again, to extend its evil dominion over the galaxy. *The Secrets of Scaravore* is a collection of four new adventures that can be played as standalone episodes, or as a series of connected stories that lead the characters to the Old West and distant worlds, encountering Draconians, Silurians, Zygons, and more, before finally facing the terrifying Scaravore itself.

CB7 1315\$34.99

DAILY MAGIC GAMES**VALERIA CARD KINGDOMS: GUILD ACADEMIES OF VALERIA**

You and your fellow Headmasters are trying to build out your academies, recruit the best students, hire talented guildmasters, and influence important council ministers. Only select graduates can be tasked to fulfill quests ordered by the King, while the so-so graduates are sent to the capital city to make their own way. Scheduled to ship in December 2023.

DMG GAOV001\$60.00

**VALERIA CARD KINGDOMS: SHADOW KINGDOMS OF VALERIA RIFTLANDS EXPANSION**

Riftlands introduces two powerful and thematic asymmetrical powers for each monster-kin race. One is active at the start of the game and the other can be unlocked when you complete a Battle Plan. A new set-collection mechanic is added to *Shadow Kingdoms* through the 30 Relic cards you can acquire in the Riftlands, and each relic also has a unique power to further the player asymmetries. An additional 15 new Champion cards are also added to



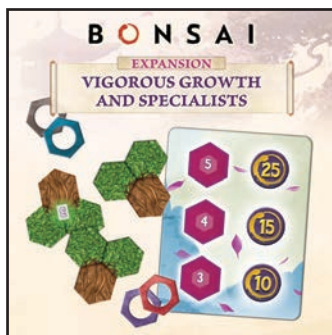
leverage the new mechanics and ideas presented in the *Riftlands* expansion. Scheduled to ship in December 2023.

DMG SHK003\$35.00

DV GAMES**BONSAI: VIGOROUS GROWTH MINI EXPANSION**

Bonsai: Vigorous Growth and Specialists includes two optional modules that can be added to Bonsai and used either individually or together. The 'Vigorous Growth' module consists of three triple tiles with symbols "3", "4", or "5" printed on the back. With this module, players can accelerate the development of their bonsai tree by acquiring new special tiles. Scheduled to ship in November 2023.

DVG 9057\$7.99

**DISTANT RABBIT GAMES****MANTIS FALLS**

Mantis Falls is a sometimes cooperative game of hidden roles, strategy and deduction for 2-3 players. As witness to something not meant to be seen, you must escape the dark mob-ruled town of Mantis Falls alive. You are told another witness will join you, and together you must use cooperation to survive the increasingly dangerous roads of the night. Your ability to work with another could be your greatest strength, but what if they are not who they claim to be? By the deal of hidden roles, each game could have only witnesses, meaning you must all survive together to win.

DRG MFR2021\$34.99

DRACO STUDIOS**COSMIC COW COLLECTORS**

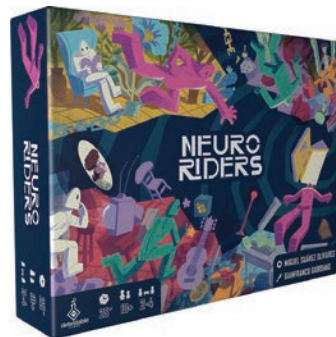
Rule the cosmos with bovine power! Invade planets, abduct cows, and vie for supremacy while protecting your Secret Planet. A zany 2-4 players game inviting players on an intergalactic journey to claim the cosmic throne. Scheduled to ship in March 2024.

DAO 18160\$25.00

**DODOS RIDING DINOS: DODO DASH**

The sequel to the best dexterity-racing game, *Dodos Riding Dinos*. Discover the secrets of El Dodorado in this standalone and fully-compatible expansion. Advance with cards in simultaneous selection and resolve their wacky effects in turn order to test your dexterity by throwing projectiles at your rivals to hinder their progress. Scheduled to ship in March 2024.

DAO 42103\$49.99

**NEURORIDERS**

Enter the mind's maze. Unlock the secrets of the mind and race against time in this 2-4 player game. The captivating tile-laying game where brilliant neuroscientists compete to traverse the intricate pathways of memory, strategically connecting doors and collecting valuable data to achieve their hidden objectives! Scheduled to ship in March 2024.

DAO 18150\$25.00

**PATZCUARO**

Set collection and tradition unite. Create exquisite altars celebrating the tradition of Mexico's Day of the Dead in the vibrant city of Patzcuaro. A 2-4 players game of set collection. Gather meaningful items as you navigate the rondel and craft cherished memories for your beloved departed. Scheduled to ship in March 2024.

DAO 18140\$25.00

ENVY BORN GAMES**DEFRAG**

Defrag is a hand management grid puzzle game in which you are attempting to rearrange and consolidate various file fragments before exhausting your resources. *Defrag* has several solo and multiplayer game modes, including a series of increasingly difficult challenges with unique goals. Scheduled to ship in April 2024.

BBO 602\$14.99



SIRENS

Sirens is a quick and compact micro drafting game for 1 to 2 players, in which you'll draft cards over the course of 2 to 3 rounds to construct a song to lure sailors away from the nearby ship. The player who successfully attracts 2 of the 3 sailors with their music will win the game! The game lasts for 2 or 3 rounds. Each round consists of 2 identical phases in which players draft cards, and then build a 'song' with the cards that they kept. Each player's 'song score' will be totaled on 4 conditions, and the winning song then takes a facedown card as a sailor. The first player with 2 sailors wins! Scheduled to ship in April 2024.



BBO 601 \$14.99

EVIL HAT PRODUCTIONS



MONSTER OF THE WEEK RPG: TOME OF MYSTERIES HARDCOVER

Tome of Mysteries is a supplement for *Monster of the Week* featuring new rules and ready-to-play mysteries. Hardcover edition of EHP 0046 (same contents). EHP 0063.....

..... \$35.00

EXALTED FUNERAL PRESS

BLOOM : ADVENTURE FOR MOTHERSHIP

Mothership 1E adventure. Built by Dyson Phytology, hidden at the edge of explored space, and squirreled away at the bottom of an alien ocean, this clandestine research facility has recently discovered a marvelous ocean-floor moss with far-reaching potential. Subterfuge and breached quarantine quickly result in catastrophe. The infectious moss consumes both the facility and the staff that studied it, leaving only monstrous life in its wake. Unaware of this disaster, an envious rival department turns to the black market to hire a team of hapless mercenaries, tasking them to infiltrate the labs and steal coveted samples of this would-be miracle moss. Scheduled to ship in February 2024.

EFP Z0082 \$14.00



MAUSRITTER: BOXED SET

Take up the sword and don the whiskers of a brave mouse adventurer in *Mausritter*, the rules-light fantasy adventure role-playing game. It's a huge and dangerous world out there, and it does not look kindly on a small mouse. But if you are very brave and very clever and just a bit lucky, you might survive. And if you survive long enough, you might even become a hero amongst mice. Fierce, fast and flavourful character creation gets you playing your mouse adventurer as quickly as possible. Scheduled to ship in January 2024.

EFP G0001 \$55.00

MAUSRITTER: ESTATE COLLECTION

Huge and ancient, a mountain of stone. It stood even when the most wizened of mouse elders were young. The Estate dominates the landscape for miles around. Nestled under the floorboards, the mouse settlement of Brickport, is beset by trouble on every side. Above, huge creatures pace. The vicious cat-witch Sabrina jealously guards her domain. Outside, in the fields and pond and orchard, even stranger events are afoot. Can you help save the settlement before its too late, or will it be swallowed by the chaos that surrounds it? Scheduled to ship in January 2024.

EFP G0002 \$55.00



SPIRALS

Welcome to *Spirals*, a solo dice game for the brave! All you need is a d6 (a handful will help), pencil, paper and time to kill. Quick character creation and easy to learn rules will have you delving deep in no time. Death comes quick to the unprepared, but luck and smarts -mostly luck- will carry you through to the end where glory and booty await. Scheduled to ship in February 2024.

EFP Z0081 \$8.00

SQUISHY: A QUICK-START HORROR GAME

QUICK! Let's play a horror game! A rules lite system for those who want to run a survival horror scenario in a pinch. *Squishy!* is good to run for: Players who want a challenging game experience with minimal number-crunching, TTRPG newbies and veterans alike, Larger groups of players who don't want to spend ages statting out a character sheet. This is a d10 system and it's designed to get you from zero to scary in no time flat! Scheduled to ship in February 2024.

EFP Z0047 \$15.00



SQUISHY: CAMPFIRE CARNAGE

WELCOME TO CAMP. Whether you're here to renovate an old abandoned summer camp, or work hard as a counsellor to make sure every kid has the best summer of their lives and gets home in one piece, you had better watch your back. The forest around this old place is polluted, haunted, and running wild with cryptids, psychos and cults. *Squishy: Campfire Carnage* is a system agnostic summer camp generator. Scheduled to ship in February 2024.

EFP Z0083 \$22.00



SQUISHY: THE HALLOWEEN BABYSITTER

It's Halloween night. Your parents dropped you off at a friend's house. You were promised Candy, Costumes, Trick or Treating, but you were abandoned, and left in the care of a very unusual babysitter. She wears a tattered, soiled Halloween costume, and never speaks, but her heavy breathing and the sound of her filthy boots resound through the house. She has given you all chores that must be completed, and rules to follow. Don't make a sound. Don't make trouble. Behave yourself. If you fail to follow her rules, she will open up her toolbox, and then the hunt will begin. Can you escape? Scheduled to ship in February 2024.

EFP Z0048 \$15.00



FANROLL

16MM PRIDE SHARP EDGE SILICONE RUBBER POLY DICE SET (7)

Scheduled to ship in February 2024.



ASEXUAL

MET 7501 \$19.99

BISEXUAL

MET 7502 \$19.99

SPOTLIGHT ON



DRAGONBANE RPG: BESTIARY (HARDCOVER)

From cat people to chimeras, fairies to frog people, hippogriffs to hydras, and much more this Bestiary for the hit fantasy roleplaying game *Dragonbane* includes no less than 63 wondrous creatures for the player characters to encounter. Each of them is brought to life in text and art, as well as a random encounter and a seed for a complete adventure. Among these fantastic beings, there are nine new playable kin, each with their own unique ability. Scheduled to ship in March 2024.

FLF DGB010\$39.99

DRAGONBANE RPG: MONSTERS STANDEE SET

A set of 64 beautifully illustrated cardboard standees of fantastic creatures from the *Dragonbane Bestiary*. Scheduled to ship in March 2024.

FLF DGB012\$24.99



SPOTLIGHT ON



DRAGONBANE RPG: RULEBOOK (HARDCOVER)

Dragonbane is a classic fantasy tabletop roleplaying game full of magic, mystery, and adventure. This book includes fast and effective D20-based game rules for character creation, skills, combat, magic, and travel, and the introductory adventure *The Castle of the Robber Knight*. Scheduled to ship in March 2024.

FLF DGB007\$39.99

DRAGONBANE RPG: STANDEE BASES

A set of ten plastic bases for use with cardboard standees for the *Dragonbane RPG*. Scheduled to ship in March 2024.

FLF DGB013\$1.99



GAY MEN

MET 7503\$19.99

PANSEXUAL

MET 7507\$19.99



INTERSEX

MET 7504\$19.99

RAINBOW FLAG

MET 7508\$19.99



LESBIAN

MET 7505\$19.99

TRANSGENDER

MET 7509\$19.99



NONBINARY

MET 7506\$19.99

PRIDE FOLD UP VELVET DICE TRAY: RAINBOW FLAG

Scheduled to ship in February 2024.

MET 508\$19.99



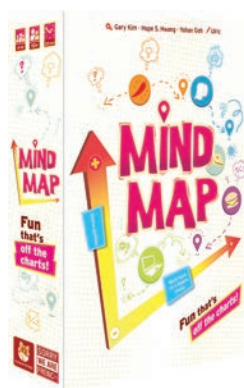
FREE LEAGUE PUBLISHING



BLADE RUNNER RPG: CASE FILE 02 - FIERY ANGELS

Following the same deluxe format and packaging as the award-winning *Case File 01: Electric Dreams*, included in the *Blade Runner RPG Starter Set*, *Case File 02: Fiery Angels* features a new thrilling investigative scenario and a host of in-world handouts, photos, maps and more. This new investigation starts off with the Blade Runners assigned to question a suspect arrested while trying to infiltrate the Wallace Corporation Memory Vaults. The case leads the team down a perilous path that explores the boundaries of Replicant technology and its consequences. Scheduled to ship in March 2024.

FLF BLR007\$39.99



FUNNY FOX

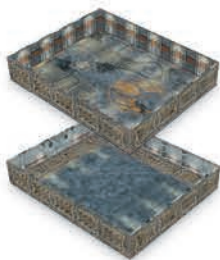
MIND MAP

Make your opponents guess your Secret word by placing your Coordinate token in the game zone according to 2 criteria. Sometimes you'll push your logic limit, but don't forget to take the Reference word into account! Scheduled to ship in February 2024.

HBG FUMIN-EN\$21.99

NEW

TENFOLD DUNGEON DAEDALUS STATION



Embark on a harrowing journey into the depths of the Daedalus Station Tenfold Dungeon set, a derelict behemoth adrift in the vast expanse of space.

Whatever the Daedalus Station's original purpose was, it now only plays host to gunfighters, smugglers and bandits. Explore this forsaken space hulk, but beware the what the inhabitants have left in waiting. The Battlstation contains 12 durable double-sided rooms to build the perfect trap for those who are brave enough to enter.

AVAILABLE NOW

TFD009

\$65

TENFOLD DUNGEON CYBERPUNK CITY

NEW



Immerse yourself in the thrilling futuristic metropolis with The Cyberpunk City set for Tenfold Dungeon.

With a wide range of buildings to explore, from glitzy nightclubs to a double-height motel, The Cyberpunk City Set brings the excess and decadence of the cyberpunk genre to life. Neon-lit signs light up the world cover an air of poverty driven by the soulless corporations. Features 12 durable double-sided tenfold buildings to build the perfect cyberpunk dystopia.

\$65

TFD010

AVAILABLE NOW

NEW

TENFOLD DUNGEON SMUGGLER'S DEN



Step into the world of danger and contraband with Smuggler's Den Tenfold Dungeon set, where the line between hero and outlaw is blurred, and survival depends on your wit and resourcefulness.

Explore the hidden corners of a distant galaxy, where smugglers and renegades thrive. The Smuggler's Den Set features buildings ranging from dingy saloons to docking bays ready for a quick escape. Features 12 durable double-sided tenfold buildings to build the perfect hideout.

AVAILABLE NOW

TFD011

\$65

TENFOLD DUNGEON STARSHIP VENGEANCE

NEW



Explore the vast expanse of a space station within the Tenfold Dungeon Starship Vengeance set.

As you navigate the intricate network of corridors and chambers, you'll encounter the menacing engine room for epic showdowns, viewports, the medbay, and of course the bridge. Your gateway to immersive storytelling and thrilling adventures among the stars, the Starship Vengeance contains 12 durable double-sided rooms to build the perfect Starbase.

\$65

TFD012

AVAILABLE NOW

BEST
SELLER

ALIENS: ANOTHER GLORIOUS DAY IN THE CORPS



Aliens: Another Glorious Day In The Corps is a co-operative survival boardgame where you and your team of specialist Colonial Marines will gear up with serious firepower and head into Hadley's Hope to find survivors and answers.

Recreate awesome scenes from the movie

Play iconic characters
Dynamic co-op gameplay
And all the Aliens you can kill!



AVAILABLE NOW

ALIENS11

\$70

STAR TREK: AWAY MISSIONS

BEST
SELLER



Lead your away team into the aftermath of the Battle of Wolf 359, where the Borg have crushed the only fleet standing between Earth and assimilation.

- Lead Riker's away team into the wreckage and defeat the Borg to save Earth
- Or join Locutus of Borg and the Borg Collective to assimilate your opposition.



\$60

STA001

AVAILABLE NOW

BEST
SELLER

DR WHO: NEMESIS



In Doctor Who: Nemesis, play as one of the Doctor's many adversaries seeking to twist space and time to your own ends.

Take the role of the iconic Villains - control the Daleks, Cybermen, Weeping Angels or The Master. Carry out your masterplans whilst the Doctor endlessly seeks to thwart your plans.

Send your minions out to contest your opponents, while bringing your own schemes to fruition.



AVAILABLE NOW

DWN01

\$60

FIREFLY: MISBEHAVIN'

BEST
SELLER



Firefly: Misbehavin' sees you build your crew and vie for power in the 'verse.

Control one of four factions - the crew of Serenity, the Alliance, Badger or Niska in this asymmetrical deck builder.

Play through unique episodes that change the win conditions and available cards



\$65

FFMB01

AVAILABLE NOW

GOODMAN GAMES



DCC DICE: HALF POUND RANDOM ASSORTMENT

Scheduled to ship in January 2024.

GMG 6086 \$49.99



ZERO LEVEL RULEBOOK (5E)

Herein lies complete rules for running Zero-Level (Commoner) Playable Characters in 5E. This book provides random tables for quickly generating age, race, and starting stats for 120 commoner occupations. Create a set of characters in minutes, then use the rules provided to set out on an adventure in 5E. Survivors can use this guide to level up to one after the adventure is complete. Having proven their mettle in a trial by fire they set out as a full-fledged adventurer! Scheduled to ship in February 2024.

GMG 3P214 \$10.00

SPOTLIGHT ON



COMPENDIUM OF DUNGEON CRAWLS: VOLUME 1 (5E)

Goodman Games presents the *Compendium of Dungeon Crawls Volume 1*, a collection of 5E adventures. Explore the cursed ruins of a dwarven stronghold, escape a dusty trap-laden tomb and the clutches of desert raiders, or confront a dragon in its cavern lair deep in the jungles of the south. These are but a taste of the adventures contained herein, each playable in one to three sessions. The *Compendium of Dungeon Crawls Volume 1* is a 200-page hardcover collection of seven previously published adventures, most of them out of print. Scheduled to ship in February 2024.

GMG 55551 \$49.99



MUTANT HIVE WARZ: THE 3D EXPERIENCE

A solo 3-D Hex Hunt for BUGZ! Mutant Hybridz to be exact! Don't let the solo name fool ya! This is made for both solo play and as a proper adventure, just make sure to share the 3-D glasses (That are Included!). Not only do you get a thrill ride of a gaming experience, you get 2 new MICRO classes added to the already insane roster of Neon Lords classes! What ya waiting for? Grab some friends and toss on the 3-D glasses and experience *Mutant Hive Warz*! The adventure includes special 3D components, and comes with 3D glasses! Scheduled to ship in February 2024.

GMG 3P239 \$25.00

SPOTLIGHT ON



COMPENDIUM OF DUNGEON CRAWLS: VOLUME 2 (5E)

Goodman Games presents the *Compendium of Dungeon Crawls Volume 2*, a collection of 5E adventures. Uncover the mysteries in the catacombs below a monastery, explore the cellars and natural caverns beneath a wilderness keep to solve a crime, or discover a forlorn temple in the frozen wastes. These are but a taste of the adventures contained herein, each playable in one to three sessions. The *Compendium of Dungeon Crawls Volume 2* is a 200-page hardcover collection of eight previously published adventures, most of them out of print. Scheduled to ship in February 2024.

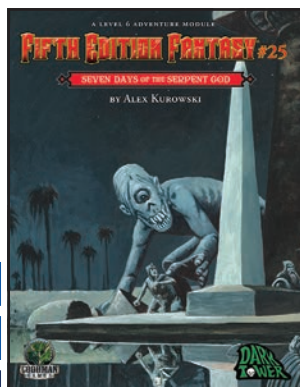
GMG 55552 \$49.99



NEON LORDS OF THE TOXIC WASTELAND: TOTAL CARNAGE EDITION (CORE RULEZ)

In a world where magic and technology collide, mutants and monsters roam the toxic wastelands and ruins of the forgotten world. In this new kill-or-be-killed world, only the strong survive, and attitude is everything! Become a Scum Dog adventurer and brave the dangers of the wastelands in search of cash and prizes. Do you have what it takes to become the Neon Lord? *Neon Lords of the Toxic Wasteland* is a tabletop RPG for 1-7 players that is ultra-violent and style-focused. The game oozes 80s and 90s nostalgia, featuring items like ninja stars and fanny packs, as well as many references to the era. So sit back, crack open a TAB, and roll some DAMAGE!!!! AND DON'T FORGET TO FIND THE HIDDEN CLASS IN THE BOOK! Scheduled to ship in February 2024.

GMG 3P237 \$50.00



FIFTH EDITION FANTASY: #25 - SEVEN DAYS OF THE SERPENT GOD

Goodman Games presents *Fifth Edition Fantasy 25, Seven Days of the Serpent God*, an adventure for 6th-level characters. Set in the bustling city of Shadhalla during the largest open-air market in the realm, the *Seven Days of Gold*, this adventure pits the heroes against an ally of the Serpent God bent on recovering a powerful relic to unleash a diabolical curse. *Seven Days of the Serpent God* is an all-new 32-page softcover adventure, fully compatible with the fifth edition of the worlds first fantasy role playing game. . Scheduled to ship in March 2024.

GMG 55525 \$10.99



PRISONERS OF THE SECRET OVERLORDS

Prisoners of the Secret Overlords is a double-sized level-2 adventure for *Dungeon Crawl Classics* that spans 56-pages in length! The PCs set out to find lyzinder, Duke Raefinn's only heir, somewhere in the Drakemaw Mountains. Soon enough they'll discover a interplanar bioship, its crew, and many other lurking horrors. Of course, there's more than danger to be found. Along the way, the PCs will encounter alien technology, magical artifacts, and hooks for future adventure. Join this quest (which should supply many sessions of adventure!) and free the Prisoners of the Secret Overlords! Scheduled to ship in February 2024.

GMG TDP9001 \$19.99



SPACE BULK

Venture deep within Khaos ridden derelict space ships to find strange tech and meet new Xenos. AND KILL THEM!!!! *Space Bulk* is a random generator supplement to build wild locations to pit scumdog adventure parties up against. Tons of additional content that can also be added to adventures that take place on Neo-Terraxx and beyond!!! Simple roll ups for where the *Space Bulk* is located, what's in the rooms, and even down to what is the rooms layout. Toss on a space suit, set your blasters to FUN and begin the countdown!!! Just make sure you make it back to the planet in one-non mutated piece!! Scheduled to ship in February 2024.

GMG 3P238\$30.00

HORRIBLE GUILD



QUICKSAND

Quicksand is a real-time cooperative game where you work together to deactivate the *Quicksand*, a dangerous trap of gears and sand. The *Quicksand* is a tricky contraption, you can't act too fast nor too slow or it will trigger: only perfect teamwork will allow you to disable this ancient apparatus. You will have to coordinate strategically as a team to deactivate the *Quicksand* before the sand timers run out! Scheduled to ship in January 2024.

LUM HG176\$21.99

INDIE BOARDS & CARDS



ASTRO KNIGHTS SAVAGE SKIES

In the lawless depths of space, crime and villainy run rampant. Space pirates terrorize the starry seas, raiding passing cargo ships and selling their ill-gotten gains on the black markets of Nassai IV. Now, the most feared pirate captain has found a buried treasure like no other. Two Star Cores. Will she use this power for evil? Or can the heart of an Astro Knight rest even in a vicious outlaw? Scheduled to ship in March 2024.

IBC AKESS1\$19.99

GRAND GAMERS GUILD



PATRIOT

Patriot is a semi-cooperative board game of social deduction, betrayal, strategy and teamwork for 1 to 6 players. Each player is dealt a secret card outlining their allegiance to The President save, or assassinate. Through the midst of this, the country of Karmonia is in turmoil. It is up to you and your team to find the assassin whilst maintaining the country through a number of difficult missions! Scheduled to ship in March 2024.

GGL PAT\$89.99

ION GAMES



PAX ILLUMINATEN

1776: Enlightenment era thinking has taken hold across Europe, setting the stage for the modern era, yet in Bavaria the Holy Roman Empire (H.R.E.) reigns supreme, suppressing the dissemination of revolutionary thoughts and ideas. Those wishing to undermine the H.R.E.'s authority and enact Enlightenment reforms must do so from the shadows. University of Ingolstadt professor Adam Weishaupt, aspiring to mold Bavaria to the ideals of the Enlightenment, formed a secret society to make his vision a reality. His society was called the Order of the Illuminati. Scheduled to ship in September 2024.

ION ION14\$55.00

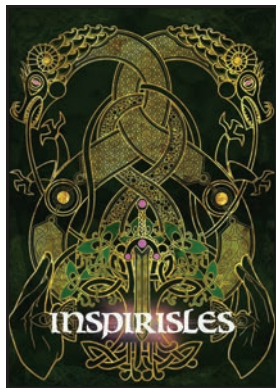


PAX MALEFICIUM: FALL OF THE WITCH HUNTERS

Pax Maleficium is a strategy game where you gather evidence, confront witch hunters, dispel hysteria, and champion justice, securing your legacy as the one that ended the witch hunts. You play as a leader in the fight against the 17th century English witch hunts. Buy cards from the market to acquire allies and evidence. The allies in your tableau give you actions and influence. Position yourself on the map to take actions and challenge witch hunters. Calm hysteria and thwart your opponents plans. The game can be played competitively, cooperative or as a solo game. Scheduled to ship in September 2024.

ION ION14B\$89.00

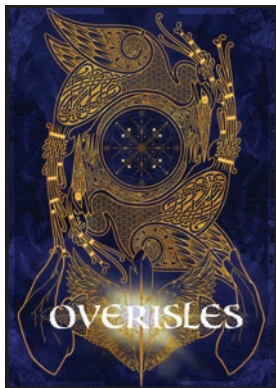
HATCHLINGS GAMES



INSPIRISLES

Inspirisles is a completely original all ages Tabletop RPG promoting storytelling, empathy and Deaf awareness with an emphasis on cooperation. Learn British and American sign language as you cast spells, solve puzzles and battle monsters! *Inspirisles* features a unique system we have called Shaping. It allows participants to engage with Deaf culture and learn sign language (ASL and BSL included). It also forms the dice mechanic at the heart of the game, where you wield the elements to fight back Disbelief. Scheduled to ship in January 2024.

HAT 1000\$30.00



OVERISLES

Introducing *Overisles*, a direct sequel to *Inspirisles*. Building on the success of our first outing, *Overisles* will continue to promote empathy, cooperation and Deaf awareness. Learn British and American sign language as you cast spells, solve puzzles and battle monsters! Find over 150 pages, including... A new setting above the clouds. History of how the kingdom was divided. The art of Feathering (bonding with your Nimbus and communicating in flight). Scheduled to ship in January 2024.

HAT 1001\$30.00



PAX ILLUMINATEN: NEOPRENE MAT

Scheduled to ship in September 2024.

ION ION15\$49.00



IRONGUARD SUPPLIES

IRONGUARD MAGNA-ARMOR MAGNETIC CARD HOLDERS

Got some cards that are a little... thick? Protect those cards that have a little extra something something with our roomier 75pt, 100pt and 130pt Magna-Armor magnetic cardholders. No need to cram them into smaller cardholders and make things awkward. Available in a counter display of 20.

- 75pt Magna-Armor Holders DIA STL258372 PI
- 100pt Magna-Armor Holders DIA STL258374 PI
- 130pt Magna-Armor Holders DIA STL258375 PI



IRONGUARD MAGNA-ARMOR COLOR MAGNETIC CARD HOLDERS

A Magna-Armor magnetic cardholder is already the perfect treatment for special cards, but what about those cards that are a little more special? Make your cards stand out with our new Yellow and Black-bordered 35pt cardholders, for those cards that are already standouts in your collection. Available in a counter display of 25.

- Yellow 35pt Magna-Armor Holders DIA STL258750 PI
- Black 35pt Magna-Armor Holders DIA STL258371 PI

IRONGUARD MAGNA-ARMOR MAGNETIC CARD PACK HOLDERS

You have magnetic cardholders for your cards, but what about those sealed packs of cards you just can't bring yourself to open? Store a 10-card or 15-card-pack in safety and comfort with these magnetic-closure Magna-Armor cases, made of high-quality acrylic. You may not want to open a pack of cards again! Available in a counter display of 20.

- 10-Card-Pack Magna-Armor Holders DIA STL258367 PI
- 15-Card-Pack Magna-Armor Holders DIA STL258370 PI



IRONGUARD CARD TOPLOADERS

Got some cards that are a little... husky? Protect those cards that have a little extra something something with our wide-mouthed 100pt, 130pt and 180pt Toploaders. No need to wedge your cards into a narrow toploader, these leave room for profits to grow!

- 100pt Card Toploaders (pack of 25) DIA STL258374 PI
- 130pt Card Toploaders (pack of 10) DIA STL258388 PI
- 180pt Card Toploaders (pack of 10) DIA STL258391 PI

IRONGUARD PENNY SLEEVES

Keep your thicker trading cards safe as houses with IronGuard's new 130pt Penny Sleeves. It's quick, affordable protection for all of your treasured cards.

- 130pt Standard Penny Sleeves (pack of 100) DIA STL258392 PI

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JAN 2024

32



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**JAN
2024**

33



IRONGUARD 8" X 10" PHOTO TOPLOADERS

If you're going to get a photo signed, don't just tack it to the wall – protect it for all time with the 8" x 10" Toploader from IronGuard! This rigid frame is the perfect size for publicity stills and head shots, and will keep your collection crisp and organized. Available in packs of 5.

8" x 10" Toploaders DIA STL258383 PI



IRONGUARD COMIC BOOK TOPLOADERS

Looking for a way to protect your comic books beyond bags and boards? Keep them in a rigid frame with IronGuard's comic book-sized toploaders, available in four varieties for the four most common sizes. You'll never look at comic protection the same way again! Available in packs of 5.

Current Size Toploader DIA STL258377 PI
 Silver Age Size Toploader DIA STL258379 PI
 Golden Age Size Toploader DIA STL258380 PI
 Magazine Size Toploader DIA STL258382 PI

STILL AVAILABLE

IRONGUARD 9 POCKET DELUXE PORTFOLIO BLACK DIA STL230316 PI
 IRONGUARD 9 POCKET PAGES 25 COUNT PACK DIA STL230307 PI
 IRONGUARD 9 POCKET PAGES 25 COUNT BLACK PACK DIA STL230313 PI
 IRONGUARD BOARD GAME SLEEVES 100 PACK DIA STL230327 PI
 IRONGUARD BOARD GAME SLEEVES MINI 100 PACK DIA STL230328 PI
 IRONGUARD BOARD GAME SLEEVES TAROT 100 PACK DIA STL230331 PI
 IRONGUARD CARD SLEEVES BLACK 50 PACK DIA STL230344 PI
 IRONGUARD CARD SLEEVES YELLOW 50 PACK DIA STL230333 PI
 IRONGUARD DECK PROTECTOR BOX DIA STL230348 PI
 IRONGUARD MAGNA-ARMOR CARD HOLDERS 35PT RETAIL PACK OF 25 DIA STL215480 PI
 IRONGUARD MAGNA-ARMOR CARD HOLDERS 55PT RETAIL PACK OF 25 DIA STL215481 PI
 IRONGUARD PENNY SLEEVES STANDARD 100 PACK DIA STL230325 PI
 IRONGUARD PENNY SLEEVES GRADED 100 PACK DIA STL230326 PI
 IRONGUARD SEMI-RIGID CARD SLEEVES RETAIL PACK (200 SLEEVES) PI
 IRONGUARD TOP LOADERS 35PT RETAIL PACK OF 25 DIA STL215472 PI
 IRONGUARD TOP LOADERS 35PT RETAIL BLACK BORDER PACK OF 25 DIA STL215473 PI
 IRONGUARD TOP LOADERS 35PT RETAIL YELLOW BORDER PACK OF 25 DIA STL215474 PI

KONAMI DIGITAL ENTERTAINMENT



YU-GI-OH! TCG: LEGENDARY DECKS II BOX SET (REPRINT)

"Exodia, obliterate!" The words that ended Yugi's first Duel in the original animated series are just the beginning in *Legendary Decks II*. *Legendary Decks II* traces the journeys of Yugi, Kaiba, and Joey from Duelist Kingdom to Battle City and beyond, with three unique Decks that let you employ each of their greatest strategies! Each *Legendary Decks II* box set includes: a 43-card Deck based on Yugi and his unstoppable Exodia, the Forbidden One.

KON 84501 \$29.99

LA BOITE DE JEU



EVIL CORP

We at Evil Corp. have been working for 666 generations to frighten human villages. When it comes to scaring, we're the best! Every year, we hold a team seminar where each of our managers is tasked with recruiting a team of monsters and competing against their colleagues to prove they're the best at terrorizing humans. Will you have the most terrifying team of the year? Scheduled to ship in March 2024.

HBG EVI-EN-STD \$49.99

LOONEY LABS



CAMPING FLUXX (DISPLAY 6)

Let's go camping! Grab the Tent, Backpack, Sleeping Bag, and various provisions, and let's head to the Woods. Or maybe the Mountains! We can build a Campfire and make S'mores! Hopefully it won't Rain, and there won't be any Mosquitoes. Whether you bring this deck with you when you go camping or just imagine an outdoor adventure while you play at home, this version of *Fluxx* is all about the joys of a great camping trip.

LOO 131 \$20.00

LOKE BATTLE MATS



GIANT BOOK OF BATTLE MATS WILDS WRECKS & RUINS

Scheduled to ship in March 2024.

LBM 046 \$46.99

LOST BOY ENTERTAINMENT



KING'S CUP EXTREME

King's Cup Extreme is a laugh-out-loud party game. Sometimes referred to as Kings or Ring of Fire, this classic college drinking game has been revamped for a wider audience. This deck includes fan-favorites from campuses nationwide plus new, never-before-seen cards. To succeed in this updated version, you'll need to be quicker, smarter, and of course, thirstier. Each of the 120 cards has instructions so you can play instantly, no need to explain the rules to your friends. Simply pull a card, follow the command, and kickstart your night! The cards are 100% waterproof. Spill all you want, they won't get damaged. Scheduled to ship in February 2024.

LBE 02 \$19.99

LUCKY DUCK GAMES



DIVINUS: RECHARGE PACK BASE GAME

Thanks to this *Recharge Pack*, players are able to restart the *Divinus Base Game* once they have completed its campaign. Using glue-less stickers for anything attaching to the tiles, and the board, only the player tuckboxes, the rulebook and a fresh sheet of stickers is needed to put your copy 100% back to a fresh start! Scheduled to ship in March 2024.

LKY DVN-K04-EN \$25.00



DIVINUS: SHADOW OF YGGDRASIL

Gather your friends and experience this 8 scenario prequel campaign, playing as four gods of the Norse Pantheon. Rewrite this epic story with your own choices and face the shadows lying beneath the ancient tree of life, Yggdrasil. Scheduled to ship in March 2024.

LKY DVN-R02-EN \$50.00



DIVINUS: RECHARGE PACK SHADOW OF YGGDRASIL

Thanks to this *Recharge Pack*, players are able to restart the *Shadow of Yggdrasil* expansion once they have completed its campaign. Using glue-less stickers for anything attaching to the tiles, and the board, only the player tuckboxes, the rulebook and a fresh sheet of stickers is needed to put your copy 100% back to a fresh start! Scheduled to ship in March 2024.

LKY DVN-K03-EN \$20.00



NESTLINGS

In *Nestlings*, players assume the role of various birds competing to gain priority across four vastly different biomes - Savannah, Alpine, Freshwater, and Desert. Each round, players roll their biome dice, then proceed to place the dice in biomes one at a time, alternating in clockwise order. As the game progresses, the tension rises as players must make key decisions along the way; decisions that could secure victory or usher in defeat. Will they feed their *Nestlings* for more immediate points, or take a different resource to complete a section of their Resource Ring, thus earning a bonus and triggering a powerful chain reaction? Scheduled to ship in March 2024.

LKY NST-R01-EN \$40.00



PAPER APP DUNGEON

Paper App Dungeon is a dungeon crawler that fits in your pocket! Each notebook features a unique, procedurally generated 60-page adventure. Armed with your P6 Pencil-die, you will collect treasures and other powerful items and fight monsters in short, addictive games. To play, just roll the P6 and draw a path. Find treasures, buy powerful items, and fight monsters in this pocket-sized dungeon-crawler! Scheduled to ship in March 2024.

LKY PAD-R01-EN.....\$10.00

LUDONAUTE



LEWIS & CLARK: THE EXPEDITION - SECOND EDITION

Win the race to the West and make history! Each turn, choose which side of your cards will be played. Each step of your journey, manage your Expedition's resources sparingly. Each game, create a new party of Characters. Scheduled to ship in January 2024.

LUD LULCK02EN.....\$49.99

MAGPIE GAMES



AVATAR LEGENDS RPG: STARTER SET

The *Avatar Legends: The Roleplaying Game Starter Set* features: 32-page booklet of condensed rules, 40-page introductory adventure booklet featuring The Pirates of Crimson Sails set in the era of Avatar Aang, and The Burning Fuse set in the era of Avatar Korra, 10 engraved dice featuring Tui and La, 21 combat action cards, 10 illustrated pre-generated character sheets, 6 rules reference sheets, and a large full-color map of the Four Nations. Scheduled to ship in January 2024.

MPG 501032.....\$24.99

MIND INVENTIONS



AND THAT'S HOW I DIED

And That's How I Died is a light set-collection card game about tall tales and exciting adventures. You play as the spirit of a dead Viking warrior who went to Valhalla after a particularly epic death. Each turn you will form an Adventure by playing 3 cards: a Beginning, a Middle, and an End. You can access those cards from your hand of 6, or from the Pool in the middle of the table. Adventure cards award you Glory points and provide you with powerful effects.

MIN ATHID001.....\$24.99

MINDS VISION



THE VAMPIRE ALONE IN THE DARKNESS RPG (REMASTERED DELUXE HARDCOVER)

The Vampire Alone in the Darkness (Remastered) is a Role-Playing Game that lets players act as a powerful Vampire, a former human who died and got resurrected by a demon acting like an unholy puppeteer. In this existence afterlife, the Vampire fights to keep the balance between their human impulses and the demonic presences bloodlust. Scheduled to ship in April 2024.

MVB 0002.....\$39.95

COMING MARCH 2024!



BOOKS OF RPG MAPS LAY FLAT WIPE CLEAN

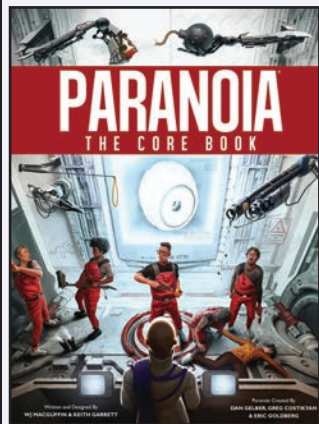
**Loke
Battle
Mats**



PARANOIA RPG

Scheduled to ship in January 2024.

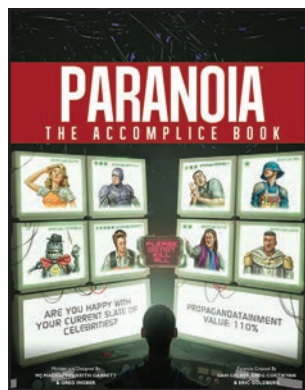
SPOTLIGHT ON



PARANOIA RPG: THE CORE BOOK

This is the *Paranoia* roleplaying game. This is one of those rulebooks that's fun to read and even more fun to play. *Paranoia* does not take itself seriously, so we can find dark humour in bureaucracy, politics, businesses, and a lot more. No sacred cows but one - make sure the GM and players are all having a great time. Is that not refreshing for a roleplaying game? Maybe that is why this science fiction RPG has won lots of awards over the years. In this darkly humorous roleplaying game, The Computer loves you but it is insane happy. You will be sent on impossible glamorous missions filled with Catch-22s fun and satire safety. Your teammates are out to kill support you, and you are out to kill protect them. Scheduled to ship in January 2024.

MGP 15100 \$49.99



THE ACCOMPLICE BOOK

This is the Accomplice Book. Inside, you will find a bunch of rules and content for your next *Paranoia* mission so your players are confused, a bit worried, and having a blast. Have you got older editions of *Paranoia*? Here you will find instructions for using old rules with the new edition. Want to create your own missions but are unsure what to do exactly. Welcome the return of the Mission Blender: a system that picks out villains, allies, and situations typical of *Paranoia*. Scheduled to ship in January 2024.

MGP 15101 \$49.99



COMPUTER DICE

MGP 15102 \$24.99

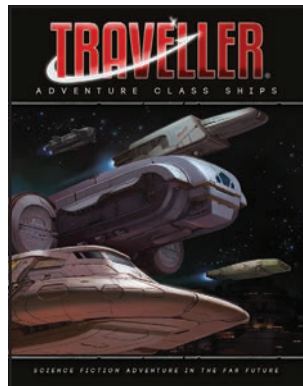


GM SCREEN

MGP 15103 \$19.99

TRAVELLER RPG

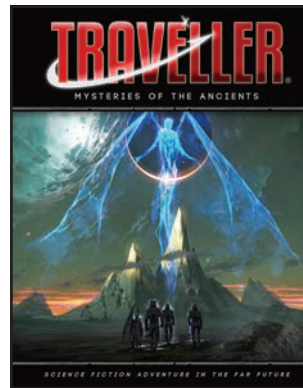
Scheduled to ship in January 2024.



ADVENTURE CLASS

Adventure Class Ships, those vessels of 2,000 tons or less, are the mainstay of *Traveller* and the most common ships found on the spacelanes by far. This book gives you more than 60 new ships in this class, to be used by Travellers, pirates, traders, government forces and corporations. Each vessel has a specific role in the universe and has been built to accomplish it with the best components available to its builders.

MGP 40105 \$49.99



MYSTERIES OF THE ANCIENTS

A request for help from an old contact leads the Travellers into the mysterious and sometimes downright bizarre world of the Ancients Hunters. Among the weird and often deluded notables of the Hunter community there are those who seem to know something concrete. Those individuals are convinced that something is coming. *Mysteries of the Ancients* takes the Travellers from the wacky Museum of the Ancients to the doomed planet of Calefaction, and finally to a showdown with agents of the Ancients themselves.

MGP 40104 \$59.99

MONSTER FIGHT CLUB

CYBERPUNK RED: COMBAT ZONE

Scheduled to ship in February 2024.

SPOTLIGHT ON



2-PLAYER STARTER

MFC 45000 \$120.00



22" X 30" COMBAT ZONE GAME MAT

MFC 21102 \$35.00



44" X 30" COMBAT ZONE GAME MAT

MFC 21104 \$50.00



ARASAKA STARTER

MFC 45014 \$50.00



THE BEAT

MFC 45113 \$20.00



BOZOS STARTER

MFC 45004 \$50.00



CARGO CONTAINERS LIMITED EDITION

MFC 12025 \$50.00



CHOPPED FOR TIME

MFC 45106 \$20.00



THE CUB HUNT

MFC 45115 \$20.00



DANGER GALS STARTER

MFC 45015 \$50.00



DUNCE IF YOU WANNA
MFC 45102.....\$20.00



GENERATION RED STARTER
MFC 45005.....\$50.00



REACTION DICE & LIMITER
MFC 40030.....\$15.00



WALL CRAWLERS
MFC 45111.....\$20.00



EDGERUNNERS STARTER 1
MFC 45007.....\$50.00



GLITCHING NEWS
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MFC 45117.....\$20.00



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MFC 45003.....\$50.00



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MFC 45008.....\$50.00



LAW DOGS
MFC 45110.....\$20.00



TRAUMA TEAM
MFC 45010.....\$50.00



CHAIN LINK FENCES
MFC 12000.....\$30.00



FALSE FLAG
MFC 45107.....\$20.00



LAWMEN STARTER
MFC 45006.....\$50.00



TYGER CLAWS STARTER
MFC 45001.....\$50.00



CITY STREETS
MFC 12004.....\$30.00



FOOLPROOFED
MFC 45118.....\$20.00



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MFC 45104.....\$20.00



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MFC 12003.....\$30.00



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37



METROPOLIS - MEDIUM SQUARE AND LARGE RECTANGLE STEEL BUILDINGS

MFC 15109.....\$90.00



MEDIUM SQUARE AND LARGE RECTANGLE BRICK BUILDINGS

MFC 15106.....\$90.00



SIX STORY HIGHT RISE

MFC 15104.....\$100.00



METROPOLIS - SMALL AND MEDIUM RECTANGLE CONCRETE BUILDINGS

MFC 15107.....\$75.00



METROPOLIS - TWO SMALL BRICK BUILDINGS

MFC 15105.....\$60.00



METROPOLIS - TWO SMALL STEEL BUILDINGS

MFC 15108.....\$60.00



ROADS & RIVERS

MFC 20010.....\$30.00



SNOWY ROADS & RIVERS

MFC 20011.....\$30.00

THE WITCHER RPG

Scheduled to ship in February 2024.



OGRYDS 2 - NEKKERS

MFC 70011.....\$20.00



OGRYDS 3 - NEKKER WARRIORS

MFC 70019.....\$20.00



PROFESSIONS 3 - DOCTOR, PRIEST, MAN-AT-ARMS

MFC 70006.....\$20.00



PROFESSIONS 5 - CRIMINAL, DOCTOR, MAGE

MFC 70007.....\$20.00



SPECTERS 2 - BARGHESTS

MFC 70020.....\$20.00

OINK GAMES



DROPOLTER

Your hand is always full in *DroPolter*, which makes it a challenge to drop only the correct items that the ghosts want to see. To start the game, each player has a hand of five items: a red plastic cube, a blue wooden key, and so on. Each round, someone flips the top card of the deck, then players race to drop only the correct items from their hand. If you drop something you shouldn't, you're out for the round. Scheduled to ship in February 2024.

ONK DROP.....\$23.00



RAFTER FIVE

In *Rafter Five*, you and your fellow players want to build as large a raft as possible but you want to end up being the only one who can board it. To start, stack the box top and bottom to create a base, then place the five wooden rafter pieces on the starting card on top of the base. On a turn, lift a rafter, place a raft card on the playing area, replace the rafter, then place one of your treasure chests somewhere on the raft... Scheduled to ship in March 2024.

ONK RAFT.....\$23.00

PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH - SEVEN DOODS FOR SANDPOINT (P2)

Return to the town where it all began with the *Seven Doods for Sandpoint Adventure Path* - a full campaign for 4th to 11th level characters that is presented in its entirety in this super-sized volume! *Seven Doods for Sandpoint* also includes an updated snapshot of Sandpoint as it stands today, complete with ways to interact with and influence the townsfolk. More Thassilonian secrets, exciting new treasures, and a bestiary of dangerous new monsters round out this milestone Adventure Path volume. The unforgettable 200-page hardcover edition of the epic 200th volume of the *Pathfinder Adventure Path* comes complete with an exclusive double-sided poster map of the town of Sandpoint and its environs to set the scene for high adventure! Scheduled to ship in March 2024.

SOFTCOVER

PZO 90200-SC.....\$54.99

HARDCOVER

PZO 90200-HC.....\$69.99



PATHFINDER RPG: CORE GM SCREEN (P2)

A good Game Master keeps many secrets, only to reveal them to the players when the time is right. Keep your secrets safe behind the *Pathfinder Core GM Screen*. This sturdy four-panel horizontal screen features a stunning battle scene on one side and handy charts and game tables on the other side to give a busy GM everything they need to run *Pathfinder*. This screen has been updated with rules from the *Pathfinder Remaster* and includes a useful chart of new terms, making it simple to run any adventure from *Pathfinder Second Edition*! Scheduled to ship in March 2024.

PZO 10001-MC.....\$24.99



PATHFINDER RPG: FLIP-MAT - BOARDING SCHOOL

School's in Session! The next time your players spend time at a school, whether they are students themselves or the ones responsible for solving a tricky problem before things get out of hand, turn to *Pathfinder Flip-Mat: Boarding School*! Schools are prime settings for adventures of all sorts, from delves into the true nature of the frightful legends spoken of in hushed whispers after dark to struggles to contain the results of failed alchemical experiments to lighthearted stories centered around schoolyard mischief and learning. One side of the map features a school building with everything you need for an academic adventure, including classrooms, a lunchroom, and a library. The other features a pair of dormitories flanking a central courtyard,

which can also be used to represent inn rooms or other shared lodgings. Scheduled to ship in March 2024.

PZO 11012-FM \$16.99



FEATURED ITEM



PATHFINDER RPG: MONSTER CORE (P2)

Fight for Glory! Inside the 376-page *Pathfinder Monster Core*, you'll find over 400 creatures, including fantasy classics like elves, ogres, and all-new dragons; wild animals from giant ants to ferocious wolves; and the unique monsters that threaten the world of Pathfinder, like sinspawn and noxious needlers. These creatures cover all levels of play, from the slow and mindless zombie shambler to the ultra-powerful demonic Treerazer! The ideal resource for Game Masters planning their next battles and player characters looking for monstrous allies to summon! Scheduled to ship in March 2024.

HARDCOVER

PZO 12003-HC \$59.99

HARDCOVER (SKETCH COVER EDITION)

PZO 12003-SK \$59.99

HARDCOVER (SPECIAL EDITION)

PZO 12003-SE \$79.99



STARFINDER RPG: FLIP-MAT - SHOPPING MALL

Shopping trip! From the hustle and bustle of a busy shopping center to the dilapidated and overgrown shell of a once appealing mall, there's always adventure to be found in giant marketplaces across the galaxy. One side of these maps depicts a futuristic shopping center, with an open entryway for crowds to mingle and luxurious food court to enjoy a bite to eat. The opposite side shows an abandoned mall and is the perfect site for a haunting or the remnants of a post-apocalyptic civilization. Scheduled to ship in March 2024.

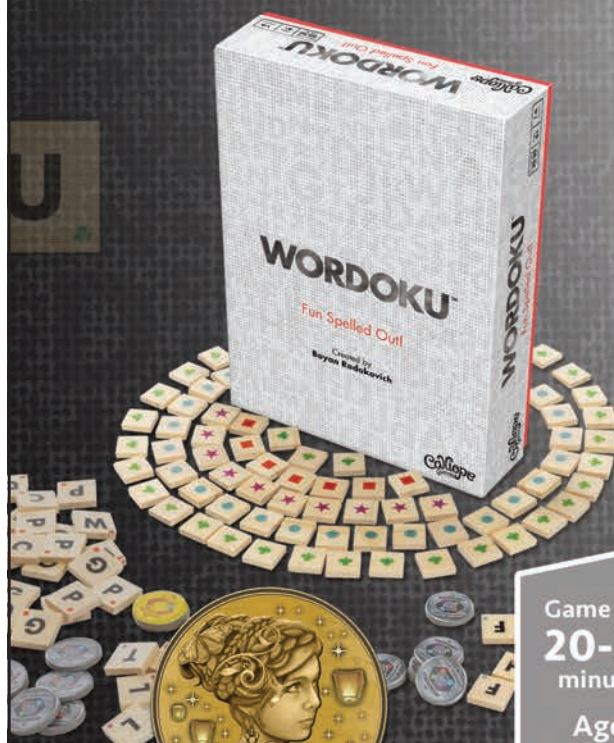
PZO 7342 \$16.99

WORDOKU

Fun Spelled Out!



A word game that everyone can win!



Game play
20-30
minutes

Ages
8+

1-6
players

www.CalliopeGames.com

GAMES

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39

PEGASUS SPIELE NORTH AMERICA



DORFROMANTIK: THE DUEL

In *Dorfromantik - The Duel*, compete against another player to see who can create the most beautiful world from hexagonal landscapes. Who will best succeed in fulfilling the wishes of the villagers and mastering the new task types? For additional challenges and more direct interaction, you can add 2 Modules. Of course, you can also compete against each other in teams! Scheduled to ship in February 2024.
PNA 51241.USA\$39.99



PORT ROYAL: THE DICE GAME

The harbor of Port Royal is as lively as ever and you need to find more sailors as quickly as possible. Across distant islands, you will recruit helpful crew members and loot treasure when you find it. A pair of dice will toss you into unpredictable situations, but the more you risk, the further you can travel on your map. The first player to reach 20 points or succeed in Sudden Death, will be the winner. Make a name for yourself amongst the adventurous denizens of...*Port Royal - The Dice Game!* Scheduled to ship in February 2024.
PNA 51247.USA\$34.99

PELGRANE PRESS



SUBURBAN CONSUMPTION OF THE MONSTROUS

Suburban Consumption of the Monstrous is an anthology of several horror live action roleplaying games written by Banana Chan and Sadia Bies. Each game is set in suburbia and uses themes of food or consuming something as the centerpiece. You can sample two of the games within the collection, *Goodbye Father* and *It is Hungry Too*, by downloading the free playkit here. The playkit features the completed layout by Ruby Lavin, and additional illustrations by Sadia Bies, to give you a sense of the range of games and playstyles that will be available in the final anthology. Scheduled to ship in January 2024.
PEL GSW04.....\$39.95

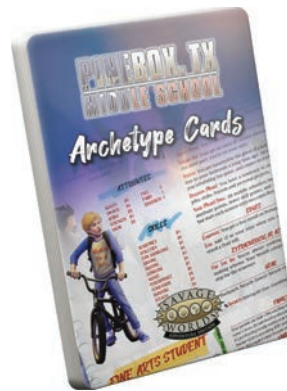
PINNACLE ENTERTAINMENT GROUP

PINEBOX MIDDLE SCHOOL RPG

Scheduled to ship in January 2024.

PINEBOX MIDDLE SCHOOL RPG

You're young and adventurous, and no matter what adults say the monsters are real... Welcome to Pinebox, Texas. This setting is meant to evoke the frightening adventures of staples like *Stranger Things*, *Goosebumps*, *The Goonies*, and *It!* Evil is afoot, and it's up to a group of scrappy young kids to set things right. But this isn't a nostalgic trip back in time: modern technology and modern problems are in the mix to complicate the balance between family, school, and horror. The 210-page, hardcover *Pinebox Middle School* core book offers everything you need to create your own starting 6th grader, complete with new Hindrances, Edges, and even a section for Family Generation so you know who you need to con to get a ride to the site of your next ghost hunt.
S2P 10331\$39.99



ARCHETYPE CARDS

12 full-color, 3.5 x 5 archetype cards feature ready-to-play characters, ideal for convention games, pick-up games, or store play. The archetypes include: Animal Lover, Budding Scientist, Cowboy, Crafter, Delinquent, Entrepreneur, Gamer, Ghost Hunter, Girl Scout, Medium, Painter, Tennis Athlete
S2P 10333.....\$9.99

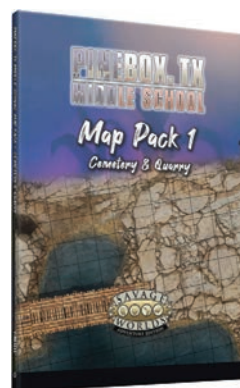
BOXED SET

You're young and adventurous, and no matter what adults say the monsters are real... Welcome to Pinebox, Texas. This setting is meant to evoke the frightening adventures of staples like *Stranger Things*, *Goosebumps*, *The Goonies*, and *It!* Evil is afoot, and it's up to a group of scrappy young kids to set things right. But this isn't a nostalgic trip back in time: modern technology and modern problems are in the mix to complicate the balance between family, school, and horror. The 210-page, hardcover *Pinebox Middle School* core book offers everything you need to create your own starting 6th grader, complete with new Hindrances, Edges, and even a section for Family Generation so you know who you need to con to get a ride to the site of your next ghost hunt.
S2P 10330.....\$124.99



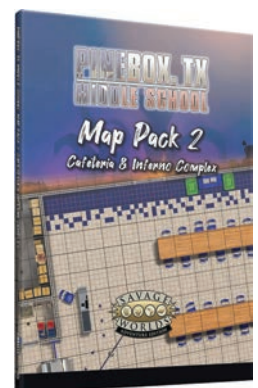
GM SCREEN + ADVENTURE

This screen features stunning artwork and helps keep the principals tests fair (AKA the GMs surprises for players). It also includes a 32-page adventure book, which includes two separate adventures: *The Curse of Wilson Quarry* by Tracy Sizemore: In this adventure, the heroes of Pinebox Middle School investigate a strange epidemic of nightmares in which a few of their fellow students dream of falling from dangerous heights. Can the crew put a stop to these nightmares and save their friends before it's too late? Scheduled to ship in January 2024.
S2P 10332.....\$19.99



MAP PACK #1

Scheduled to ship in January 2024.
S2P 10335.....\$14.99



MAP PACK #2

Scheduled to ship in January 2024.
S2P 10336.....\$14.99

POSTCURIOUS



THE EMERALD FLAME

The *Emerald Flame* is a narrative tabletop puzzle game told in three parts. Commissioned by an organization shrouded in mystery, players take the role of a historical expert embarking on a quest to piece together the recipe for a fabled elixir by investigating maps, drawings, alchemical diagrams, and mysterious artifacts. Combining history, hand-drawn illustration, vibrant characters, and original puzzles, *The Emerald Flame* will challenge and engage players of all experience levels and has been called a captivating adventure from beginning to end. Scheduled to ship in April 2024.

POC TEFSE001 PI



THE LIGHT IN THE MIST

The Light in the Mist is an adventure game in the form of a tarot deck that weaves together hours of stunning artwork, resonant storytelling, and unparalleled puzzle gameplay. When your friends mysterious disappearance results in the discovery of an unusual item, you suddenly find yourself embarking on a journey through time and memory. Experience *The Light in the Mists* unique choose-your-own-path style gameplay as you solve a variety of challenges and lose yourself in a character-driven narrative told through an object that serves as a tarot deck, a puzzle game, and a work of art. Scheduled to ship in April 2024.

POC LITMSE001 PI

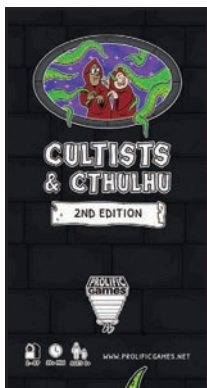


THREADS OF FATE

Taking on the role of a private investigator, you will be tasked with finding two missing professors from the Emerens Institute, but when information is uncovered about a mysterious relic, you will have the opportunity to change the course of destiny. Scheduled to ship in May 2024.

POC THRSE001 PI

PROLIFIC GAMES



CULTISTS & CTHULHU: SECOND EDITION

Its hard work running a Cthulhu cult! Your underlings are useless, madness is imminent, and a compelling sacrifice is hard to find. (And those are just your Monday problems.) A light card game of Lovecraftian horror that invites anyone to play, running on the proven fun of the Flapjacks Sasquatches. *Second Edition* contains new graphics, gameplay, and rules. PLF 510 \$24.99

Tsuru
The game of the Path.

Your Journey Begins!
Elegant gameplay and gorgeous art
bring to life this zen-like modern
classic, with intuitive yet strategic
design to satisfy all players

Game play
15-20
minutes

Ages
8+

2-8
players

www.CalliopeGames.com



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41



R & R GAMES

**BUG OFF**

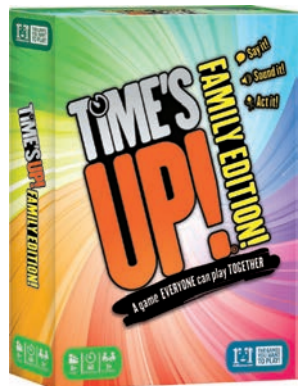
Bug Off is a push-your-luck set collecting game. The goal is to add bugs to your collection before the nets arrive and whoosh unsuspecting bugs off the table. In the game there are two types of cards: Bug Cards (showing 1 of 6 different bugs), and Bug Off Cards (Showing a particular net color). Every player begins the game with 3 randomly dealt Bug Cards. During a players' turn, the player draws a card and plays a card. To play a card, each player has the option to play a Bug Card face up to the table or use a Bug Card to collect matching face up bugs for all players. Scheduled to ship in March 2023.

RRG 814\$14.99

**SCORE CARDS**

The game where EVERY card scores! Play a card and choose another player's card to enhance your score. Built in score pad with dry erase marker. Scheduled to ship in January 2024.

RRG 953\$19.99

**TIMES UP! FAMILY EDITION**

Best-seller! New edition for the whole family. Featuring recognizable everyday items. Young children can now play along with their parents' all time favorite party game! Scheduled to ship in January 2024.

RRG 983\$19.99

RANDOM HOUSE

**DUNGEONS & DRAGONS: A LONG REST FOR LITTLE MONSTERS (A LITTLE GOLDEN BOOK)**

Little ones can meet iconic monsters from Dungeons & Dragons in this adorable rhyming Little Golden Book! Colorful dragons settle down for the night. No matter what color - blue, green, black, or white! Red dragons curl up, protecting their gold. While white dragons lie outside in the cold! Little dungeon masters will meet dragons, owlbeats, beholders, and more as they all get ready for bed in this fun, rhyming Little Golden Book. Scheduled to ship in January 2024.

RHP 233\$5.99

RAVENSBURGER

**GEMSTONE CAVERNS**

Scheduled to ship in February 2024.

RVN 76524\$12.99

**MINECRAFT: BUILDERS & BIOMES - FARMER'S MARKET EXPANSION**

Get ready for a new Minecraft adventure! Farm your land and take your vegetables to the farmers market, where you can trade with villagers for unique items with powerful abilities! The Farmers Market expansion can only be played with the Minecraft: Builders & Biomes base game. Scheduled to ship in February 2024.

RVN 26869\$19.99

**MYCELIA**

Mycelia is a dynamic game of tactics in a competition for space and resources to create your own mushroom kingdom. The game follows the life cycle of fungi, a journey of creation, expansion, death, and rebirth in game terms, growing mushrooms to score points, sporing them to expand your mycelial network, and eventually seeing them decay to unlock special actions. Mycelia incorporates beautiful and accurate botanical style illustrations with over 69 mushrooms that can be found in the wild. Scheduled to ship in February 2024.

RVN 27538\$39.99

PUZZLES

Scheduled to ship in February 2024.

**BOBA FETT: BOUNTY HUNTER 1500PC**

RVN 16918\$39.99

**THE FLASH COLLECTOR'S EDITION 1000PC**

RVN 12000748\$29.99

**GROGU'S JOURNEY 776PC**

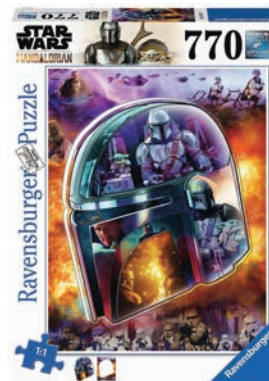
RVN 16916\$34.99

**THE MANDALORIAN 1000PC**

RVN 16565\$29.99

**THE MANDALORIAN CHALLENGE 1000PC**

RVN 16770\$29.99

**THE MANDALORIAN HELMET 770PC**

RVN 16917\$34.99

**THE MANDALORIAN: THE CHILD 500PC**

RVN 16561\$19.99

**STAR WARS 1000PC**

RVN 14989\$29.99



STAR WARS UNIVERSE 2000PC
RVN 16701.....\$49.99



STAR WARS: X-WING COCKPIT 1000PC
RVN 16919.....\$29.99



STAR WARS WHOLE UNIVERSE 1500PC
RVN 16366.....\$39.99



WHERE'S WOOKIEE 1000PC
RVN 13976.....\$29.99



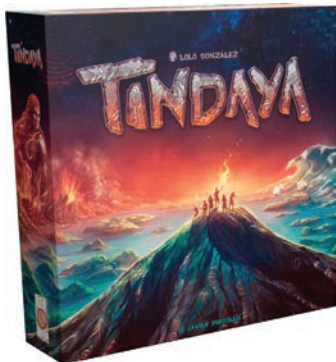
STAR WARS: TIE FIGHTER COCKPIT 1000PC
RVN 16920.....\$29.99

WONDER WOMAN COLLECTOR'S EDITION 1000PC
RVN 12000747.....\$29.99



SUDOKU 5X5
Scheduled to ship in February 2024.
RVN 76591.....\$14.99

RED MOJO



TINDAYA
Tindaya is a theme-driven survival adventure with the soul of a eurogame. This environmentally conscious game offers two play modes to please any group: Cooperative (including solo) Competitive, in addition to the Traitor variant for players averse to some old fashioned throat-cutting. Difficulty can be graded, and less experienced gamers can learn to play through a 3 game mini-campaign. Scheduled to ship in April 2024.
REM 002.....\$69.00

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ROLEPLAYING

ALICE IS MISSING SILENT FALLS EXPANSION

- Explore uncharted locations and confront new suspects.
- Explore brand new stories and deepen your connections to the other characters.
- 38 new cards including playable characters, Clue Cards, and more

RGS02660

\$20

FEBRUARY RELEASE!



ROLEPLAYING

VAMPIRE: THE MASQUERADE 5TH EDITION ROLEPLAYING GAME BLOOD SIGILS SOURCEBOOK

- A look into the underground blood magic scene
- Dozens more Thin-Blood Alchemy formulae and Blood Sorcery rituals
- New tools, monstrosities, tomes, and Loresheets

RGS01122

\$45

AVAILABLE NOW!



ROLEPLAYING

VAMPIRE: THE MASQUERADE 5TH EDITION ROLEPLAYING GAME BLOOD STAINED LOVE SOURCEBOOK

- How to play your character in stories of romance
- Merits, Flaws and Discipline powers related to romance
- 6 Romance Storyteller Characters and 6 detailed story concepts

RGS01142

\$45

AVAILABLE NOW!



ROLEPLAYING

WEREWOLF: THE APOCALYPSE 5TH EDITION ROLEPLAYING GAME EXPANDED CHARACTER SHEET JOURNAL

- Expanded Character Sheets
- Prompts to develop and record your character's history
- Space to log session notes and record relationships developed in play

RGS01144

\$21.99

AVAILABLE NOW!



ROLEPLAYING

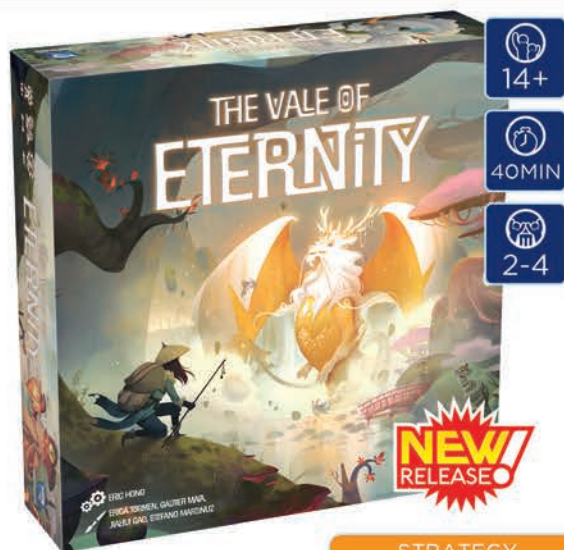
WEREWOLF: THE APOCALYPSE 5TH EDITION ROLEPLAYING GAME DICE AND FORM CARD SET

- Custom dice and cards designed for clarity and style
- 5 form cards to track their character's form and rules for that form
- 17 symbol dice for faster gameplay

RGS02592

\$20

AVAILABLE NOW!



14+

40MIN

2-4

NEW
RELEASE!

STRATEGY

THE VALE OF ETERNITY

- Become a monster tamer and hunt a variety of fantastical creatures
- Includes cards of 70 creatures from myths all around the world
- Awarded the Dice Tower Seal of Excellence

RGS02674

\$35

MARCH RELEASE!



8+

30MIN

1-4

NEW
RELEASE!

STRATEGY

LOTUS

- Grow flowers one petal at a time using a clever and original card laying mechanic
- Transform your table into a work of art
- New solo mode which adds the Winter Lotus

RGS00527

\$30

MARCH RELEASE!



12+

45-90

2-6

NEW
RELEASE!

STRATEGY

ROBO RALLY
THRILLS & SPILLS EXPANSION

- 3 12x12 double-sided factory floor boards
- Introduces oil slicks, flamers, and portals
- Includes 5 new upgrade cards

RGS02636

\$20

MARCH RELEASE!



12+

45-90

2-6

NEW
RELEASE!

STRATEGY

ROBO RALLY
MASTER BUILDER EXPANSION

- 8 new double-sided 6x6 Factory Game Boards and 17 Factory Floor Tokens
- 5 New Upgrade Cards
- Fully compatible with all existing Robo Rally Boards

RGS02637

\$25

MARCH RELEASE!



13+

60MIN

1-5

NEW
RELEASE!

STRATEGY

SHIPWRIGHTS OF THE NORTH SEA:
REDUX

- An entirely new game with the core gameplay completely rebuilt
- No-fuss solo mode with 4 unique opponents to play against
- Interesting decisions as you build your engine and forge your strategic path

RGS02642

\$60

MARCH RELEASE!





RESONYM GAMES



AVANT CARDE

In Avant Carde, you want to build a collection of stunning cubist artwork. Each player starts with a deck of ten so-so cards: 1s and 2s in six colors that don't match and four high-value cards, each in a different color. Each player draws a hand of seven cards, then puts on the best exhibition possible by matching colors and numbers, e.g. red 11, red 1, purple 1, purple 13. Scheduled to ship in March 2024.

RES AC01\$20.00

SCORPION MASQUE



FLASHBACK LUCY

Take on the role of a young girl with strange powers, who inherits a mysterious mansion in which dark and disturbing events have taken place. Explore this eerie place and learn more about Lucy, her power, her family, and her role in this grand story. Using the Flashback mechanism, travel into the past through Lucy's visions, and meet the shadow that haunts the mansion. Scheduled to ship in March 2024.

HBG SMFB02EN\$24.99

SIRIUS DICE



BE MY NAT 20 D20 NECKLACE

SDZ 0022-04\$30.00

RPG DICE SET: TREASURE SERIES (7)



AMETHYST

SDZ 0016-02\$13.00

OPAL

SDZ 0016-01\$13.00



ONYX

SDZ 0016-04\$13.00

PERIDOT

SDZ 0016-05\$13.00



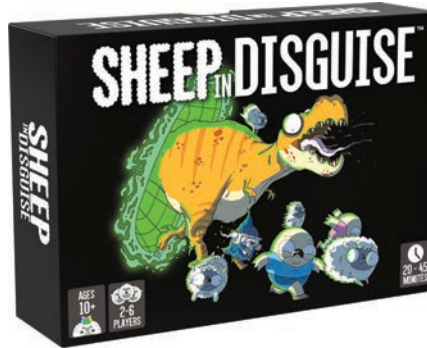
SAPPHIRE

SDZ 0016-03\$13.00

TOPAZ

SDZ 0016-06\$13.00

SKYBOUND GAMES

SHEEP IN DISGUISE:
THE ORIGINAL CORE

Sheep in Disguise is a vibrant and strategic card game about protecting adorably-helpless Sheep from being devoured by the many outrageous and dangerous predators of the world. Collect Flocks of Sheep, keep them safe from Attacks, and use Action cards to destroy anyone that gets in your way! Players take turns drawing cards to collect matching sets of disguised Sheep and a variety of

powerful Action cards. Scheduled to ship in March 2024.

SKY 4659\$19.99

SPIELCRAFT GAMES

CRETACEOUS RAILS

Travel back in time to the Cretaceous period, build a rail network into the jungle, take time-traveling tourists on safari to see their favorite dinosaurs in the wild, and build a resort full of attractions to customize your strategy with exciting abilities. This quick-playing mid-weight Euro for 1-4 players features an innovative dual-action worker placement system, route building, tableau building, and resource management. Utilize the resources of the Cretaceous jungle to build the optimal combination of attractions for abilities and scoring. Scheduled to ship in July 2024.

SLC 02000\$109.99



STEVE JACKSON GAMES



FRAG

Introduced more than 20 years ago and now back by popular demand the first-person shooter without the computer! It's fast and violent; perfect for a lunch hour slug-fest or for long nights of mayhem. Scheduled to ship in March 2024.

SJG 1346\$24.95

STRONGHOLD GAMES

DIGSAW

Scheduled to ship in February 2024.

SHG DGSW1\$24.99

STUDIO H



VAMPIRE VILLAGE

In the heart of a hostile region, you're the head of a fortified village. When night falls, ferocious monsters emerge from the darkness and storm your village! To avoid carnage, organize your defenses, call in your heroes and... direct the most dangerous creatures toward your neighbors! Scheduled to ship in March 2024.

HBG STVAMEN\$24.99

TRICK OR TREAT STUDIOS

CITY OF THE LIVING

The zombies have taken over in City of the Living, a new edition of the game first released as Prosperity. We must rebuild, but amongst the masses of dead, our cities of the living must do it better than they did in the past. Hold off the zombies and build up your territory to be declared the best leader! Scheduled to ship in February 2024.

TOT CLB01\$49.95



TREASURE OF THE DWARVES

Deep in the mountains of the dwarven realm...is where you'll find the best deals! In Treasure of the Dwarves, you place treasures up for sale, then evaluate secret bids from the other players. Consider their offers carefully because once you look at a new bid, you can't go back to a previous one. Some treasure is just worth points; others provide special abilities. Only the shrewdest deal-maker will come out on top! Scheduled to ship in March 2024.

TOT TDB01\$59.95



TEETURTLE

PLUSHIVERSE: PLUSHIE TOTE BAG



BE MY BAM-BOO

TET 8148-TY-TOTE\$6.00



LADYBUGS AND TOADSTOOLS

TET 8209-TY-TOTE\$6.00

PLUSHIVERSE: PLUSHIE FANNY PACK



A SPOT IN MY HEART LEOPARD

TET 8155-TY-FANNY\$20.00



WILD ABOUT YOU CHEETAH

TET 8157-TY-FANNY\$20.00



DAPPER PENGUIN

TET 8161-TY-FANNY\$20.00

PLUSHIVERSE: PLUSHMATE BESTIES



U GIVE ME BOBA-FLIES

TET 8152-TY-BESTIES\$15.00



ROMPIN' WITH U

TET 8153-TY-BESTIES\$15.00

PLUSHIVERSE: REVERSIBLE PLUSHIE 4"



BEARY LOVING

TET 8271-TY-762\$10.00

COTTON CANDY CALICO

TET 8273-TY-763\$10.00

NARWHAL [LOVE + SAD] [PURPLE + BLUE]

TET 8279-TY-771\$10.00

ULTRA PRO INTERNATIONAL



CARD PRESERVER 25CT

Scheduled to ship in March 2024.

UPI 16090PI

MAGIC THE GATHERING CCG: MANA 8 - 100+

DECK BOXES

Scheduled to ship in April 2024.



FOREST

UPI 19929PI



ISLAND

UPI 19926PI

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LOTUS
UPI 19930..... PI



ISLAND
UPI 19932..... PI

MAGIC THE GATHERING
CCG: MANA 8 -
12-POCKET ZIP PRO-BINDER
Scheduled to ship in April 2024.



FOREST
UPI 19922..... PI



SWAMP
UPI 19920..... PI



MOUNTAIN
UPI 19928..... PI



LOTUS
UPI 19936..... PI



ISLAND
UPI 19919..... PI



FOREST
UPI 19941..... PI



PLAINS
UPI 19925..... PI



MOUNTAIN
UPI 19934..... PI



LOTUS
UPI 19923..... PI



ISLAND
UPI 19938..... PI



SWAMP
UPI 19927..... PI



PLAINS
UPI 19931..... PI



MOUNTAIN
UPI 19921..... PI



LOTUS
UPI 19942..... PI

MAGIC THE GATHERING
CCG: MANA 8 -
105CT APEX DECK
PROTECTOR SLEEVES
Scheduled to ship in April 2024.



FOREST
UPI 19935..... PI



SWAMP
UPI 19933..... PI



PLAINS
UPI 19918..... PI



MOUNTAIN
UPI 19940..... PI



PLAINS
UPI 19937..... PI



MOUNTAIN
UPI 19915..... PI



SWAMP
UPI 19939..... PI



PLAINS
UPI 19912..... PI

MAGIC THE GATHERING
CCG: MANA 8 - ALCOVE
EDGE DECK BOX
Scheduled to ship in April 2024.



FOREST
UPI 19916..... PI



SWAMP
UPI 19914..... PI

MAGIC THE GATHERING
CCG: MANA 8 -
STITCHED PLAYMAT
Scheduled to ship in April 2024.



FOREST
UPI 19954..... PI



ISLAND
UPI 19913..... PI



ISLAND
UPI 19951..... PI



LOTUS
UPI 19917..... PI



LOTUS
UPI 19955..... PI

Four Corners

ONE AMAZING GAME,
TWO BEAUTIFUL STYLES!



www.CalliopeGames.com

Game play
20-40
minutes

Ages
8+

1-6
players



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MOUNTAIN
UPI 19953..... PI



PLAINS
UPI 19950..... PI



SWAMP
UPI 19952..... PI

**MAGIC THE GATHERING CCG:
MANA 8 - TOKEN DIVIDERS WITH
DECK BOX**
Scheduled to ship in April 2024.
UPI 19949..... PI



**MAGIC THE GATHERING CCG: SECRET LAIR
OCTOBER 2023 PLAYMAT AVON**
Scheduled to ship in December 2023.



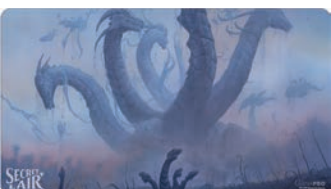
V1
UPI 38068..... PI



V3
UPI 38070..... PI



V2
UPI 38069..... PI



V4
UPI 38071..... PI



**MAGIC THE GATHERING CCG:
SECRET LAIR OCTOBER 2023 PLAYMAT CREEP**
Scheduled to ship in December 2023.
UPI 38066..... PI



POKEMON TCG: SCARLET & VIOLET PORTFOLIOS

Scheduled to ship in February 2024.
4.5 4-POCKET PORTFOLIO
UPI 16341..... PI
4.5 9-POCKET PORTFOLIO
UPI 16342..... PI
5 4-POCKET PORTFOLIO
UPI 16073..... PI
5 9-POCKET PORTFOLIO
UPI 16074..... PI

VAN RYDER GAMES

SPOTLIGHT ON

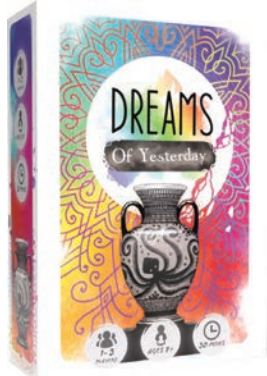


FINAL GIRL: STARTER SET
Perfect for a customer looking to get into the world of Final Girl. This product consists of the *Final Girl* Core Box and Camp Happy Trails Feature Film prepackaged in a convenient sleeved bundle. Scheduled to ship in December 2023.
VRG FGSTARTER\$39.99

WEIRD GIRAFFE GAMES

DREAMS OF YESTERDAY

In *Dreams of Yesterday*, you compete with rival museums to build the best collection of fine art, ancient artifacts, and fossils. As the curator of your museum, you'll use your resources of money, prestige, and knowledge to obtain the best artifacts and create enticing exhibits. Scheduled to ship in March 2024.
GIR 12001\$12.99



EXPLOSION IN THE LABORATORY

Explosion in the Laboratory is a pocket-sized press-your-luck game of colorful —and sometimes explosive!— chemicals for 1-4 players. You can take things slow and steady, or throw caution to the wind, making important discoveries immediately. But beware: sooner or later, things will end with a bang... This *Fire in the Library* sequel gives all the joy and pressure of *Fire in the Library* while adding in color theory, portability, and a science-y theme! Scheduled to ship in February 2024.
GIR 12000 \$12.99



FIRE IN THE LIBRARY: 2ND EDITION

Fire in the Library is a press-your-luck game in which players must try their best to rescue books and accumulate knowledge. The game is played in rounds with a variable turn order in which earlier players have more risk but a higher possible reward. Everyone starts with tools to help mitigate their luck or change the probabilities for their opponents! Gain more tools when your luck runs out or if you take the safe route and exit the library before things get too risky. Hurry, as the game ends immediately when any one wing of the library completely burns. Scheduled to ship in February 2024.

GIR 04000 \$29.99

MOTLEY

Motley is a small box, 27 card party game, where each card has a unique abstract layout of 5 patterns on one side with 3 listed categories on the other side. Play revolves around a clue giver selecting a category from among the cards in hand and laying out the remaining cards so as to arrange the patterns to feature something from the chosen category. Guessing the clue gains the category card as a point for either individual or team. Scheduled to ship in March 2024.

GIR 12002 \$12.99



GIR 11000 \$39.99

WAY TOO MANY CATS

Way Too Many Cats is a competitive drafting spatial puzzle game about drafting cats, making each cat happy, and pressing your luck in the number of kittens you take on. Players are managers of an adoption agency trying to show off each cat in the best light. They accomplish this differently depending on the cat type and the individual characteristics of each cat. The game is played until one player fills all showcase spots in their adoption center; all players get equal turns and the player with the cutest cats wins! Scheduled to ship in February 2024.

WAY TOO MANY GRAY CATS

Scheduled to ship in February 2024.

GIR 11001 \$12.99

WIZARDS OF THE COAST

SPOTLIGHT ON



MAGIC THE GATHERING CCG: DOMINARIA REMASTERED COLLECTOR BOOSTER DISPLAY (12)

The *Dominaria Remastered Collector Booster Box* contains 12 *Dominaria Remastered Collector Boosters*. Each *Collector Booster* contains: 15 *Magic: The Gathering* cards and 1 Traditional Foil double-sided token, with a combination of 3-4 cards of rarity Rare or higher and 2-6 Uncommon, 5-9 Common, and 1 foil Retro Land cards. Every pack contains a total of 11 foil cards. Traditional Foil Retro Frame Mythic Rare in 9% of *Collector Boosters*. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D15060000 PI

SPOTLIGHT ON



MAGIC THE GATHERING CCG: DOMINARIA REMASTERED DRAFT BOOSTER DISPLAY (36)

The *Dominaria Remastered Draft Pack* contains: 36 *Dominaria Remastered Draft Boosters*. Each *Draft Booster* contains 15 cards and 1 token/ad card, including 1 card of rarity Rare or higher and 2-4 Uncommon, 9-11 Common, and 1 Retro Land cards. Traditional Foil of any rarity replaces a Common in 33% of boosters. Every pack contains: 1 Retro card of any rarity in addition to the Retro Land (Retro Rare or higher replaces a non-Retro Rare or higher in 25% of boosters). Traditional Foil Retro Frame Mythic in <1% of boosters. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D15040000 PI

WIZKIDS/NECA

DUNGEONS & DRAGONS: PHUNNY PLUSH BY KIDROBOT

Scheduled to ship in April 2024.



BLACK DRAGON

WZK 68354 PI



INTELLECT DEVOURER

WZK 68353 PI



BULLYWUG

WZK 68355 PI



RUST MONSTER

WZK 68356 PI

DUNGEONS & DRAGONS: ICONS OF THE REALMS - ADULT MOONSTONE DRAGON

The *D&D Icons of the Realms: Adult Moonstone Dragon boxed miniature* is an excellent addition to your miniatures collection or display shelf. Sculpted with highly detailed features and using premium paints, this moonstone dragon is a great foe for any adventure! Moonstone dragons are graceful and elegant creatures with opalescent scales and ruffs of emerald-green fur running down their chins, chests, backs, and tails. One horn arcs from the back of a moonstone dragon's skull and another at the tip of the nose; the two horns together form a shape that's reminiscent of a slender crescent moon. Scheduled to ship in December 2023.



WZK 96301 \$99.99

SPOTLIGHT ON



MARVEL HEROCLIX: MARVEL STUDIOS NEXT PHASE PIZZA PARTY - HAWKEYE

This HeroClix Pizza Party will let you and your friends recreate the endearing friendship between Kate and Lucky or pick your own method to face-off in a brand new way! With stylized look featuring Kate Bishop, players know exactly what hero they are getting when they pick up the Next Phase Pizza Party (Hawkeye)! Scheduled to ship in February 2024.

WZK 85001\$29.99



MARVEL HEROCLIX: MARVEL STUDIOS NEXT PHASE PIZZA PARTY - SHE-HULK

This HeroClix Pizza Party will let you and your friends recreate the iconic bond between the cousins from She-Hulk! With stylized look featuring She-Hulk, players know exactly what hero they are getting when they pick up the Next Phase Pizza Party (She-Hulk)! Scheduled to ship in February 2024.

WZK 85002\$29.99



PATHFINDER BATTLES: DEATH COACH BOXED MINIATURE

This huge boxed miniature is the phantasmal Death Coach - a terrifying roving undead that captures unwilling mortal souls for transport to the Boneyard and isn't afraid to remove them from the living by force if necessary. Scheduled to ship in April 2024.

WZK 97564\$59.99

PATHFINDER BATTLES: GHOLDAKO BOXED MINIATURE

This huge boxed miniature features the dreadful Gholdako, a monstrous mummified cyclops who stands opposed to any would-be grave robber or treasure seeker. Though not a challenge to lure away from their charge, gaining the malevolent attention of one of this giant undead will likely spell a characters gruesome doom. Scheduled to ship in April 2024.

WZK 97565\$39.99



PATHFINDER BATTLES: LESHY WINDOW BOXED SET

Delight your tabletop with the Pathfinder Battles: Leshy Boxed Set! This set features eight charming miniatures representing a veritable grove of nature spirits from the Pathfinder role-playing universe. This set includes eight types of Leshy, such as the fanged Flytrap Leshy, the prickly Cactus Leshy, the adorable Gourd Leshy, and even the cheery Fruit Leshy, to name a few. Scheduled to ship in April 2024.

WZK 97568\$59.99

SPOTLIGHT ON



Collect All 46 Miniatures!



PATHFINDER BATTLES: SET 25 ARMIES OF THE DEAD BOOSTER BRICK (8)

Collect all 46 figures from Pathfinder Battles: Armies of the Dead, the newest set of randomly sorted monsters and characters in our exciting line of Pathfinder pre-painted miniatures. This fantasy miniature release comes in two product configurations: the Booster & the 8 Ct. Booster Brick. Scheduled to ship in April 2024.

WZK 97562\$159.92

PATHFINDER BATTLES: YAMARAJ BOXED MINIATURE

This huge boxed miniature features the unsettling Yamaraj, a psychopomp of the highest order with crow and dragon-like features. These outsiders preside as the ultimate judges over souls and the dead and can make for a formidable foe as much as a powerful ally. The Yamaraj tabletop foe will be a unique addition to any miniature collection. Scheduled to ship in April 2024.

WZK 97566\$39.99



WORD FORGE GAMES



DEMON DOG RPG

Demon Dog is a role-playing game set in a medieval history that never was. You play Dogs, revenants were snatched from purgatory by Demon Barons, seeking redemption and a pint. You're not a hero now an' you weren't one before you died, but you're possibly making things better, or worse, or at the very least less boring. This book here, well, it's got Nightfall Games' splatterpunk style and dark humour, but they've cranked it up to 12 cause this here game is an ode to punk and the OSR revival. An' just cause we use words like ode an' shite, don't mean it ain't an awesome game. Scheduled to ship in January 2024.

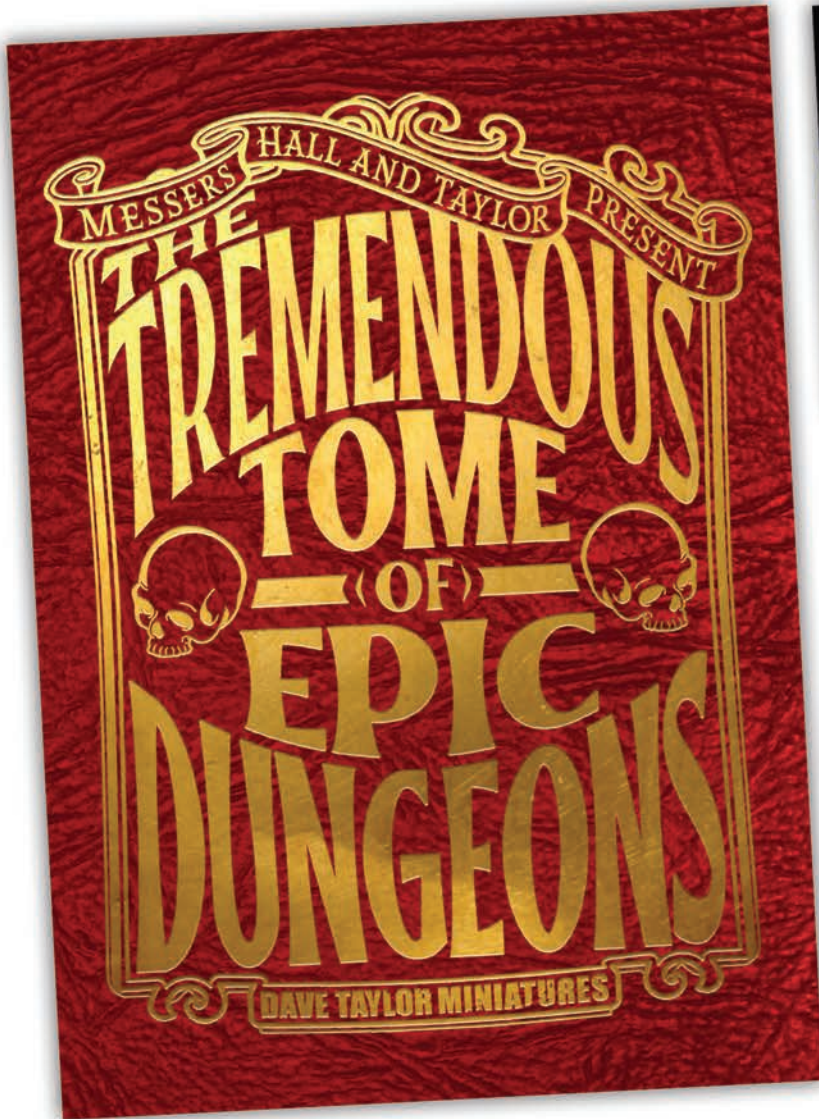
WFG MOB-001\$24.99

STOKERVERSE RPG

In the StokerVerse Roleplaying Game you are drawn into a dark and twisted universe. Faced with terrors from the harsh realities of the Victorian period and the ever-present shadows of the era, you have the unenviable task of facing the Vampire courts, the Werewolf clans and the terrible denizens of the shadows. Save those you can, as you walk in the same gaslight as the Ripper, Hyde and Frankenstein's Monster...can you stop them before they end you! You play all manner of person, from many different walks of life. Scheduled to ship in January 2024.

WFG STV001\$50.00





Jeff Hall and Dave Taylor absolutely LOVE miniatures and scenery and combining them with roleplaying games. Over the last few years they've been stalking some of the best RPG table builders online, and in this Tremendous Tome they've brought together more than 20 builds from around the globe.

From the teams at Dwarven Forge, Printable Scenery, Steve Jackson Games, Monster Fight Club, WizKids, and more than a dozen incredible individual builders, you will be excited and inspired by the amazing builds that cover many wonderful fantasy environments. As you enjoy this lavish book that highlights the incredible imaginations and crafting skills of the builders, you'll be inspired to start on your own amazing creations!

**THE TREMENDOUS TOME OF
EPIC DUNGEONS (160p)
- \$55 MSRP**



SPRINGBOARD INTO MODERN ADVENTURES: **THE VAULT** RULES COMPENDIUM

evilgenius
PRODUCTIONS

EVERYDAY HEROES RPG: THE VAULT - RULES COMPENDIUM VOL. 1
EVL 11000 \$49.99 | Available Now!

Get ready for more modern 5e tabletop gaming action, broader worldbuilding, and expanded character building for your modern roleplaying adventures. Evil Genius Games has officially released *The Vault: Rules Compendium, Vol. 1* — a massive collection of gameplay rules built around the *Everyday Heroes* core system, which invites adventures to take place in real-world settings, as well as popular fictional ones.

Crafted by the design team at Evil Genius Games (Sigfried Trent, Chris “Goober” Ramsley, and D. Todd Scott), *The Vault* collects all the rules created for the officially licensed *Cinematic Adventures* released in 2023 — *Rambo*, *The Crow*, *Escape from New York*, *Highlander*, *Kong: Skull Island*, *Universal Soldier*, *Total Recall*, and *Pacific Rim*. The compendium is a helpful and thorough reference for anyone crafting and playing campaigns in these worlds or inventing their own worlds.

EXPANDING ON FEATURES THAT FANS KNOW AND LOVE

All the Hero options from the eight *Cinematic Adventures* and the original *Everyday Heroes* core rulebook can be found in *The Vault* — a full list of the Smart, Strong, Agile, Wise, Charming, and Tough heroes to date from Evil Genius Games. In the *Everyday Heroes* world, the default character origin is the normal human. *The Vault's* Origin mechanic allows players to create human heroes that are substantially different, whether that is an otherworldly origin of characters in *The Crow* or *Highlander*, or modified cyborgs and memory-altered spies from films like *Universal Soldier* and *Total Recall*.



The Vault also includes all the *Cinematic Adventure* and *Everyday Heroes* rules for equipment and combat, such as mechanics for everyday packs, period-based gear kits, basic and specialized weapons, vehicles, and skill proficiencies, with damages, range, rounds, and reloading capabilities provided for convenient reference. Rules around opponents, allies, and NPCs are also included so that a rich world can be crafted for players to adventure in. So are mechanics for graded challenges, handy for times when players are trying to recall useful information or gauging how successful their performance was.

Unique to *The Vault*, there are also two new rules for NPCs to spice up combat. Absolute Armor is a rule designed for creatures with incredibly strong armor or that are so large that average weapons can't deal them serious harm. Cannon Fodder is a tool that allows heroes to mow down waves of enemies, sneak up and dispatch guards, and other tropes of action films.



CREATE YOUR IDEAL MODERN GAMESCAPE

All the rules contained in *The Vault's* ample 352 pages are designed to be compatible with one another and with the core rules for *Everyday Heroes*. It's a vast toolbox to draw from as players create characters, enter combat settings, and go on their adventures. Game masters can easily select only the mechanics that fit the adventure at hand — with no obligation to use them all. The customizability is practically endless.

Of course, with such a versatile system of tools at their fingertips, game masters will still need to be creative as they weave rules, characters, and settings together to create a unique coherent adventure for tabletop teams to play.

Collaboration between the game master and players is essential when using *The Vault*, to ensure these tools and mechanics help the game to flow smoothly. Tips are featured with *The Vault's* pages

to make game-running tasks easier.





DESIGNED TO IMPROVE AND EVOLVE OVER TIME

Gaming evolves over time, and little mistakes can find their way into core rules that need changing. Plus, existing rules and mechanics may not quite play as intended, and they require adjusting to meet the needs of players. For that reason, *The Vault* includes a few minor changes and errata in the original core rulebooks featured in its pages. None of these alterations are mandatory, and as with everything in the *Everyday Heroes* world of gaming, players and game masters can adopt what works best for them.

Within *The Vault*, players will also find several extra goodies from Evil Genius Games. Fans will find bonus material that they

have requested, as well as some special rules dreamed up by game designers Chris "Goober" Ramsley and Siegfried Trent and new additions to the core rules that will appear in future adventures from Evil Genius Games.



As always with the Evil Genius Games team, fans are invited to offer feedback as well as suggest new rules to make their gaming experience better — and some of these ideas just might make their way into the next compendium volume for future gaming. In sum, *The Vault* is a perfect place to come when gamers are ready to ramp up the adventure and face the unexpected, and you won't want to miss out on getting your copy.

...



CHAPTER 1 ORIGIN

Origin is a mechanic for creating heroes that are substantially different from modern humans, such that their intrinsic nature requires special rules to simulate. Humans are considered the default origin in *Everyday Heroes*.

Origin is specified when determining ability scores. The ability score rules in the *Everyday Heroes Core Rulebook* assume a default Human Origin. Some Origins use the human default, while others specify their own methods for generating the initial ability scores. These modifications help ensure that all Origins are roughly balanced with the human baseline.

Origins may also include any number of other special traits or rules pertaining to that Origin. These can be nearly anything, but they should always represent intrinsic qualities, and not talents learned through lived experience. Thus, you won't typically see proficiencies included with an Origin.

When creating a new Origin, we recommend creating the array that you think is balanced for its talents, then deriving the point value from what would be needed to buy that array, and setting the dice values such that they have a rough probability of getting a similar result. We have found, as well, that setting a lower maximum starting score is a more powerful balancing mechanic than giving a greater number of lower scores.

We have leaned away from specifying which ability scores are better or worse, and toward assuming that, among any Origin heroes might come from, they have a range of individual abilities among exceptional individuals. This is not an unbreakable guideline, but it is a good practice for maximizing player choice and creativity. If you do have

an Origin that intrinsically should feature a given ability score—say, for example, Strength for an Ogre hero—then we recommend setting a minimum and an increased maximum for that ability score rather than giving it a specific bonus. Likewise, we recommend not giving penalties for ability scores, but instead setting a lower maximum for any ability that you would normally give a penalty.

HUMAN

The default Origin in *Everyday Heroes* is the Human Origin. While not explicit in the *Everyday Heroes Core Rulebook*, the rules presented there for generating ability scores are the rules for making a hero with the Human Origin. This does not mean, however, that no other Origin is possible for humans. Instead, it is the case only because the Human Origin is the default assumption in the game.

In addition, you can use the Human Origin for heroes that are biologically different from humans, but have no special game mechanics to differentiate them.

HUMAN ABILITY SCORES

Starting Array: 15,14,13,12,10, 8

Point Buy: 27 points (15 maximum score)

Rolling: 4d6 (drop the lowest) on 6 rolls

Ability Score Limits: 20 for all ability scores

EXTRAORDINARY ORIGINS

Extraordinary origins are those that, to our knowledge, do not exist in our real world. So, if you want to play one of these origins, you should make sure that your GM has a place for it in both the world and the adventure that they have planned for you. Moreover, each of these origins requires that you use the specific rules from this book that support it.

CYBORG

You have one or more powerful cybernetic enhancements that you are trained to use. Select this Origin if you want to begin the game as a level 1 hero with cybernetics with a Strain value above 0. You needn't choose this Origin to

begin with Strain 0 cybernetics, however, nor to take the Cybernetic Tolerance feat at later levels.

CYBORG ABILITY SCORES

A cyborg's ability scores depend on what level of enhancements they choose: minor, major, or extreme. A cyborg's Ability Score Limit is always the same as a human's: 20 for all ability scores, though some cybernetic enhancements may change this.

Minor Enhancements

Starting Array: 15,13,13,12,10, 8

Point Buy: 25 points (15 maximum)

Rolling: 4d6 (drop the lowest) on five rolls and 3d6 on one roll

Major Enhancements

Starting Array: 14,14,12,12,10, 8

Point Buy: 24 points (14 maximum)

Rolling: 4d6 (drop the lowest) on four rolls and 3d6 on two rolls

Extreme Enhancements

Starting Array: 14,13,12,12,10, 8

Point Buy: 22 points (14 maximum)

Rolling: 4d6 (drop the lowest) on three rolls and 3d6 on three rolls

CYBORG TALENTS

Cybernetics. Your Maximum Strain is increased, which allows you to operate additional cybernetic implants without penalty. Choose one of the following:

- ▶ Minor enhancements. Your Maximum Strain is increased by 2.
- ▶ Major enhancements. Your Maximum Strain is increased by 4.
- ▶ Extreme enhancements. Your Maximum Strain is increased by 6.

You can begin the game with up to your Maximum Strain worth of cybernetics with a Price of 5 or lower already implanted, and fully recovered from any surgery required to implant them.





THE GIANT BOOK OF BATTLE MATS

RANDOM RPG ENCOUNTERS

THE GIANT ENCOUNTERS BATTLE MATS - WILDS, WRECKS, & RUINS

LBM 046 \$46.99 |

Available March 2024



Random RPG Encounters inspired by *The Giant Book of Battle Mats - Wilds, Wrecks & Ruins* (launching in March 2024)

We all know that when an RPG adventure hits the road that is when the fun starts! And camping in any RPG in particular is a great opportunity to mix up the encounters and keep any party on their toes.

Here at Loke Battle Mats we have spend the last few months working on our outdoor themed maps for our upcoming *The Giant Book of Battle Mats - Wilds, Wrecks & Ruins*. And this has inspired us to come up with a random roll table of all the random encounters you can have while out camping in any TTRPG!

Watch your adventurers carefully (or not) set up their camp after a long day on the road and settle down for the night. But will it be a good night's sleep?

We have used this map from *the Giant Book of Battle Mats - Wilds, Wrecks & Ruins* to inspire these encounters.

This is designed to be a random roll table (simply roll a D20 and use the corresponding encounter), but of course you can take any encounters you like the look of and use as you see fit! Enjoy.

Where a Long Rest is reduced to a short rest, the characters still recover up to half of their hit dice which may be used during the short rest.

1 NOTHING HAPPENS An unusually good night sleep is had - Counts as a Long Rest

2 THE WIND WHIPS UP A poor nights sleep is had, Characters are disturbed by the wind several times - Counts as a short rest

3 IT RAINS IN THE NIGHT Any Character not in a tent is disturbed and unable to benefit from any rest. Otherwise Short Rest

4 THE TEMPERATURE DROPS SUDDENLY Any Character not benefiting from the shelter of a tent and warmth of bedroll is disturbed several times - counts as a Short Rest

5 THERE IS A DELUGE So much rain falls that the nearby river bursts its banks and the campsite is washed away. No Rest and a check needed to save equipment.

6 SMALL EARTHQUAKE The ground shakes and nearby boulders are disturbed. A check is required to save equipment and dodge the danger.



7 WILD ANIMALS ARE ATTRACTED Curious local wildlife finds the camp. There is no real threat (we suggest badgers, foxes or your world's equivalent) but the animals repeatedly disturb the camp, waking the characters. Short rest.

8 BATS The local bats are feeding on the insects drawn to the river. They are very clumsy and repeatedly fly into tents and need to be carefully seen out. Short Rest.

9 HURRICANE A sudden hurricane erupts. It is strong enough to blow entire trees onto the camp, or topple unstable masonry. The Characters risk injury and a Check is required.

10 INSECTS The camp is set atop an ants nest and all clothing and equipment is covered in these annoying little blighters. Short rest.

11 STINGING INSECTS The camp is set atop a nest of stinging insects. Clothing and equipment is covered and the resulting stings are itchy, annoying and distracting. Short rest for the night, but ongoing effects for 2 days.

12 LOUD PARTY It's a local solstice and the druids are having a party in earshot of the tent. Short rest, with the chance to go and join the party.

13 LATE NIGHT CULTISTS The local cultists are having a summoning party. Noise disturbs sleep (short rest) but they fail to summon anything up.

14 MIDNIGHT MONSTERS The local cultists are having a summoning party. The resulting monster is attracted to the campsite. Roll initiative

15 MISTAKEN IDENTITY It's the local harvest festival. The locals are all dressed up in their matching hooded robes, and have lit the large, human shaped wicker fire to roast the feast, which is a fat cow. From the campsite this all looks like something completely different and a misunderstanding could prove disastrous...

16 SNAKES IN A TENT Snakes find their way into camp and creep into tents and bed rolls. Roll initiative.

17 HUNGRY WILD ANIMALS ARE ATTRACTED Ravenous local wildlife finds the camp. The animals are starving and will determinedly and occasionally aggressively steal any available food. No Rest.

18 BANDITS If the party set a watch before going to sleep they aren't surprised when the bandits sneak into the camp. Roll initiative.

19 STARGAZING An unusually clear night reveals a beautiful night sky. Its so beautiful it distracts the Characters who stay up far too late admiring the view. Short Rest.

20 FIRE FLIES As the sun sets the local glowing bugs flicker into life. They are unfortunately under the control of a dark force and fly into deeply disturbing patterns and summoning glyphs that attract trouble (random monster). Roll Initiative.

DRAGONBANE



"Of the many TTRPGs played this year, Dragonbane stands out as one of the best."

—Screen Rant Review

"Dragonbane is now my go-to fantasy TTRPG, and it gets a huge recommendation from me."

—Pop Geeks Review

A legend is reborn. Dragonbane is a fantasy tabletop roleplaying game full of magic, mystery, and adventure.

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FREE LEAGUE

EVOLUTION

ANOTHER WORLD

EVOLUTION: ANOTHER WORLD

CGA 14001..... \$35.00 | Available Q1 2024!

Humankind has accumulated plenty of knowledge about the way evolution works on Earth. Various species of living beings adapt to the ever-changing environment, acquiring various traits. But would the same principles work in other worlds, with different creatures, a different environment... and a bit of magic?

THE WORK OF (QUITE AN OTHERWORLDLY) NATURE

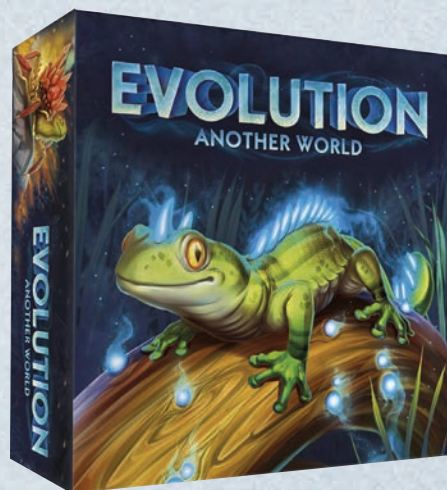
Evolution: Another World is a family game from the *Evolution: The Origin of Species* series, set in a magical world. There, magical sources create pure energy, and creatures accumulate this energy to undergo the wondrous process of transmutation.

Just like in other games of this series, in *Evolution: Another World* players do the work of (quite an otherworldly) nature: create their own creatures and evolve them with traits that help them to thrive in a perilous and unpredictable environment. Once creatures obtain enough energy, they transmute and ascend to a completely new level of existence, and when a player transmutes three of their creatures, they win the game.

Evolution: Another World keeps the idea and spirit of both 2008 *Evolution: The Origin of Species* (designed by Dmitry Knorre, PhD in biology) and its recent reimplementations *Evolution: New World*, but there are a few key differences.

First, the confrontation is rather peaceful — attacks on other creatures only hinder their evolution, so animals don't die in this game. Second, the game is faster, as it trades some complexity and scientific realism of the original games for a dynamic fast-paced gameplay with less downtime. Third, there is no fixed number of rounds, and the win condition is straightforward. Players don't have to count victory points at the end of the game, which makes the game more accessible for younger and more casual players.

Even with many distinctive features, *Evolution: Another World* is still all about evolution. Animals in the game — magical or not — constantly change and adapt to better deal with the changing environment and challenges that opponents' animals present.



Animals are created by placing an Evolution card from the hand face down on the table. To add a trait, an Evolution card is placed face up under an existing animal, with one of the two traits visible. An activated creature must perform one of four possible actions. It may gain one Energy from the Source, attack another animal, or transmute if it has enough Energy. Finally, if it can't do anything else (or if a player chooses to), an animal can fall asleep until the next turn.

In *Evolution: Another World*, animals cannot die, so attacks only hinder animals, robbing them of Energy or traits, or putting them to sleep. Also, every successful attack gives the attacker Energy from the supply, which is really important, since Energy is limited.

At the end of the round, each player draws more Evolution cards, an Energy Source is replaced with a new one, and the next player becomes the First player. The game ends immediately when a player transmutes their third animal.

FEATURES OF THE EVOLUTION'S NEXT STEP

Evolution: Another World takes the main principles and features of *Evolution: New World* and brings them to the next level. The game features bright and whimsical fantasy illustrations, colorful and vivid components, including beautiful Energy crystals, which compliments its family-friendly orientation. Being an accessible family game, it still packs enough crunch for experienced players, along with a challenging and puzzly solo mode.

The game makes players think hard which traits to use and in what order — a well-timed combination of traits and actions can give a player an upper hand, while a poor choice will leave your animals without essential Energy. Also, the game is exactly as competitive as players want it to be. Even though animals can't die, attacks do damage and can mess with players' plans, especially when they are one transmutation away from the victory. And with a simple win condition, it's always clear who is the leading player all other players can team up against.

In the end, *Evolution: Another World* is a game about not survival, but flourishing of the fittest, that makes players adapt their strategy and adapt their animals to the constantly changing playing environment.

The creatures evolve and gain new traits to slow down or weaken rivals when they become too powerful. Will your animals be the ones to transmute first, or the ones that will need to catch up?

...



LAWS OF EVOLUTION APPLY JUST THE SAME

Setup is really fast and easy. Players draw five Evolution cards and get a starting animal, the first Energy source is revealed, and the game is ready to begin. The game lasts several rounds, until one player wins the game. Each round, players take their turns, performing up to three steps: creating a new creature, adding a new trait, and activating one animal, with only the third step being obligatory.



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It isn't every day that a single board game launches an entire world, a setting that breathes life into an entire family of games.



With Thunderworks Games' release of the *Roll Player* board game in 2016, RPG enthusiasts and board game aficionados alike found common ground. They were thrilled with the gamification of RPG character creation and thoughtfully tackled devilish dice puzzles within the narrative space of a unique fantasy setting.

But what did that fantasy world look like? That question was answered with the release of *Cartographers* in 2019, another smash hit in what soon became known as the *World of Ulos*. More games would soon follow, including the upcoming release *Stonespine Architects*.

As the world blossomed further with each new release, designer Keith Matejka saw an increased demand not only for more games within *Roll Player's* universe, but for more ways to interact with it. Players had created RPG-style heroes, mapped the lands around them, and witnessed glimpses of those who live there. Now, they yearned to strike out and experience that world firsthand.

ROLL PLAYER ADVENTURES: A WHOLE NEW WORLD OF ULOS

Thus was born the idea for the award-winning *Roll Player Adventures*: a storybook driven, campaign board game for one to four players.

Heroes forged in the game *Roll Player* could be imported and played, or pre-generated heroes could be selected from a plethora of unique options. Either way, cracking open the massive game (over 400,000 words!) would provide hours of intriguing choices and action-packed adventure with each playthrough.

Predictably, it was an instant hit with fans, selling out nearly overnight. Not only did it appeal to fans of Thunderworks' existing titles, but also to RPG players seeking a GM-less experience, fans of classic "choose your path" novels, and classic board gamers.

Reviewers were delighted to find a replayable campaign game that was easy to learn and swift to set up, but also provided a genuinely "thinky" challenge. The tale is spun with hefty doses of the dice manipulation mechanic that rocketed *Roll Player* up the charts: skill checks and combat can be won or failed as in any classic RPG, but these successes or defeats play out as a logic puzzle featuring the rolling, manipulation, and placement of dice.



THE PLOT THICKENS

Further driving home the feel of a classic tabletop adventure, player characters must work together, utilizing their individual abilities to outwit the game, leveling up, equipping gear, and preparing for even tougher battles ahead. But where story-book board games too often fall short emotionally for those at the table, *Roll Player Adventures* truly shines: the lasting impact of player actions.

Here, Matejka and writer James Ryan wanted to ensure that the successes, defeats, and choices the adventuring party faced would feel meaningful. Using a sleek and intuitive system, he crafted the game to react to how players interacted with the places and people they encountered. Reputation with factions influences and player actions will change the entire landscape, unlock new opportunities, and alter the outcome of the story.

Those seeking even further immersive depth added the game's first expansion, *Nefras's Judgement*, which introduced a Backstories mechanic featuring moral choices and side stories. *Nefras's Judgement* was designed to interweave with the original campaign, expanding upon the story in ways that leaves players feeling even more connected to their heroes and the world.

NEW EXPANSION: GULPAX'S SECRET

Recently released in tandem with the second printing of the game, *Gulpax's Secret* is the second expansion for *Roll Player Adventures*. Taking place long before the events of the original game, this new expansion packs a hefty amount of content into a single box.

Gulpax's Secret tackles expansion content from an entirely different angle: an entirely separate, new campaign. Where *Nefras's Judgement* plays alongside the original story, *Gulpax's Secret* offers a fresh perspective on that tale by placing the adventuring party inside the legends, 2000 years before the events of the first *Roll Player Adventures* campaign.

Set in the same era as *Cartographers*, the *Gulpax's Secret* campaign adds seven all-new chapters. Players will experience the power struggles and shape the historical events behind the original adventure, finding familiar names, locations, and other gratifying Easter eggs tying the *World of Ulos* games together along the way.

Additionally, *Gulpax's Secret* introduces a Professions mechanic. These professions provide a host of new customizations and abilities to aid your heroes on their quest.

In this all-new *Roll Player Adventure* story, you must test your fate in a contest of champions, seek a mysterious construction hidden in the icy wastes, and unravel a secret that threatens to shift the balance of civilization!

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PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

EPISODE #65: DARK IRON

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – Build Paint Play – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajewski, and occasionally by other painters who each bring great advice and their own style to the conversation.



THE CITIES OF SIGMAR

Even though Games Workshop released *Warhammer: Age of Sigmar* on the world just over eight years ago, it has taken a while for them to present their vision for the beleaguered humans in the Mortal Realms.

Thankfully it was worth the wait, and these hard-bitten, world-weary souls look great on the tabletop. While you can paint your Freeguild soldiers anyway you like, Games Workshop has provided a great array of cities, color schemes and iconography to choose from. One thing that is common across the panoply of the many Cities of Sigmar is the use of steel and dark iron tones. These might seem difficult or time-consuming to paint at first, but they're actually very easy to do if you start with a black primer coat, as you can see in this month's step-by-step for my Greywater Fastness color scheme.

The miniatures used as examples on these pages are from Games Workshop's Cities of Sigmar range. The images shown here are from the Warhammer Community website.





I started with a coat of The Army Painter Matt Black spray primer, over which I drybrushed some of The Army Painter Gun Metal.



I then highlighted the steel armor plates and chainmail with The Army Painter Plate Mail Metal.



I basecoated the yellow areas with a 1:2 mix of Citadel Skrag Brown and Citadel Averland Sunset.



I then highlighted the yellow with a layer of Averland Sunset, leaving some of the previous layer in the shadows.



A final highlight was applied, a 1:2 mix of Vallejo Ivory and Averland Sunset.



The Fusilier was then completed using a variety of paints, including Vallejo Glorious Gold for the other metallic details.

STRANGE BASING COLORS

When it came to basing my Cities of Sigmar miniatures, I used a texture paste from Vallejo called European Mud. Rather than paint it in typical browns and greys, however, I decided to add a subtle hue contrast by basecoating with Vallejo Hexed Lichen, a nice, saturated purple.

I felt this would be just fine for the high-fantasy setting of Age of Sigmar, particularly when hidden a bit beneath a drybrush of a couple of desaturated green paints.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



DODOS RIDING DINOS (DAO 42100)

From Draco Studios, reviewed by John and Dell Kaufeld



14 & Up



1 - 6 Players



20 Minutes



\$69.99

Life was calm and peaceful on Dodino Island — right up to the point when a meteor fell on the ruling dino and dodo, leaving the island without leadership.

To pick a new leader, dinosaur and dodo teams must race around the island, with the dinos providing speed and the dodos offering wisdom. The winner claims the throne and brings harmony back to Dodino Island!

That's the hilarious backstory behind *Dodos Riding Dinos*, a new release from Detestable Games. Now that we have the explanation of why dodos are perched on dinosaurs in the first place, let's look at the top five things you need to know in your quest to rule Dodino Island!

LOTS OF DINOS AND BOARDS

When you open the box, you find unique miniatures and matching meeple for the 12 dodo and dinosaur racing teams. Each team has a special ability card plus instructions for using it in solo play (more about that later).

The game includes two double-sided boards representing the varied landscapes of Dodino Island. First is the island itself, then sky, volcano, and iceberg maps that feature special challenges. The sky map makes you jump from area to area by flicking the egg projectile. The volcano's flame hexes limit where you can move. Finally, the iceberg's unstable terrain features dangerous shortcuts and deep snow.

PICK YOUR RACE LENGTH

Each map has two tracks: a short inner track and longer outer course. This lets you choose the race's features depending on the map you select, and also the race length by picking either the inner or outer course.

For a quick game, you can do one race around a single island map. The full game experience sends your racers across all four maps, with the winners gathering fans. The racer with the most fans at the end becomes the new ruler of the island.

PLAYING CARDS AND THROWING THINGS

Yes, it's true: in *Dodos Riding Dinos*, you get to throw stuff. Technically, you toss, roll, and drop things, but it all gives you the same joy.

Each turn, you play a movement card. The cards show how far your dino moves that round, plus gives you a special action. Many of the actions involve tossing one of the game's give projectiles.

Each projectile requires a different throwing technique, which adds to the hilarity. You toss the feather from your open palm, drop the meteorite from your closed fist, roll the log across your open hand, and so on.

GRABBING A POWER-UP

Power-Ups boost the racing craziness another level. When playing the full, multi-race game, the first and second place players in each race earn fans (acting as victory points). To help the other racers stay competitive, they each draw a power-up card after each race.

These cards give you a one-shot special ability that can dramatically change a race. It might let you draw extra cards or move ahead a few spaces. Some let you reroll a die, swap the card you played, or even force other players to skip their turns while you move ahead on your own. Who says being in third place is bad all the time?

**SOLO PLAY AND TEAM MODES**

Whether you want to race with one or two people or entertain a massive group of eight racers, *Dodos Riding Dinos* has you covered.

To fill out the field in a solo or 2-player race, every racer card includes built-in instructions for running that racer as a automated opponent. You can choose from three difficulty levels as well, letting you adjust the challenge to match the skill of the players.

For a group of eight, players form four teams. One group races on the inside track of the board; the others race on the longer outside track. And when one racer finishes before their teammate, they can keep playing cards from their hand to boost their partner's speed.

VERDICT

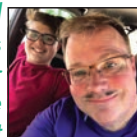
Dodos Riding Dinos is an absolute gem. You get friendly competition, nail-biting races, and all kinds of special abilities. And you get to throw things at the miniatures as part of the game!

The game's miniatures and lush board artwork give it a great table presence. By including matching meeple for each miniature, Detestable Games makes multiplayer races a lot easier since several racers fit into one square — but the meeple are much smaller targets when tossing bananas, eggs, and meteors.

This is one of those rare games that's both family-friendly for kids and thoroughly engaging for adults. It earns a spot on our shelf, and should take its place in your collection as well. Highly recommended!

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Dell at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



AEON'S END

PAST AND FUTURE



Aeon's End: Past and Future contains two new expeditions which can be played in either order - Past or Future. Simply choose which expedition you want to play first and read the corresponding narrative booklet to begin your adventure!



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VARIABLE TURN ORDER

TWO EXPEDITIONS - PAST & FUTURE

DECKBUILDING WITH NO SHUFFLING

Past and Future is an expansion. *Aeon's End: Outcasts* or *Aeon's End: The New Age* is required to play.



1-4

60'

14+

SKU IBCAE7PF1
MSRP 60.00

ARK NOVA: MARINE WORLDS EXPANSION EXPANSION (CSG FS5120)

From Capstone Games, reviewed by Brian Herman

 14 & Up	 1 - 4 Players
 90 - 150 Minutes	 \$29.95

It's such a delightful experience when an expansion is released for one of your favorite games. In some ways, there's trepidation. Will the new additions change what you know and love to be true? But mostly, there's excitement at the unknown. What will be added? What legacy items will be supported? Since the very first time I played Ark Nova, I have been in love with Capstone's zoo-building simulator. When I heard about the first expansion, titled *Marine Worlds*, I was awash with anticipation. Would adding sea life to my zoo dilute the experience, or enhance it? Would it still be the game I've come to love? I'm here to tell you unequivocally, YES. *Ark Nova: Marine Worlds* is everything I could have hoped for and more, enhancing gameplay in such a way that I can't imagine playing without it now.

To start with the big-ticket item, a new animal symbol has been added to the game: Sea Animals. This likely came with inherent challenges that Capstone handled with aplomb. The first being aquarium enclosures to hold the marine life. A set of both large and small aquariums to support each player is included in the box. Aquariums must be placed next to water tiles in your zoo, and each square of them counts as water terrain for future building. Each sea animal in your zoo takes up a certain amount of space in an aquarium and is marked using your existing player tokens. The next challenge with sea animals is the existing symbol that means "all animal symbols." It would have been easy to include a line in the rulebook to mention that this old symbol would now encompass sea animals as well, but Capstone went a step further. A new inclusive symbol to mean all symbols has been printed, and new copies of existing cards from the base game are included to replace the original copies for seamless gameplay.



In addition, sea animals don't just take up space in your zoo and use existing mechanics, that would be too easy, too boring! The reef symbol on certain animals allows you to trigger reef powers on every sea animal in your zoo each time you add a new one, for dynamic engine building gameplay. The "mark" mechanic allows you to place a player token on an animal in the main line up and either gain a

benefit when it leaves or gain it to your hand for free. The "wave" symbol printed on several cards (not just sea life) in the expansion allows you to cycle through cards in the lineup each time one hits the board. Combining this with the new partner university that allows you to draw and discard until you can find a particular animal type, and the now 266-card deck of zoo cards doesn't seem so daunting to try to sort through, no matter the player count.



Not satisfied with simply supporting new mechanics, there's a level of legacy support in *Marine Worlds* that Capstone didn't have to do but did anyway. 3 new counters in each player color for the Appeal, Reputation, and Conservation tracks with matching shapes to replace the older pillars. A set of 7 player tokens in each player color to track support of conservation projects, each a different animal shape. This is not to mention adding a level of asymmetrical support with alternate action cards that each player can draft a set of and replace the existing cards at the start of the game to further enhance strategy and gameplay. If all that wasn't enough, *Marine Worlds* includes more Ark Nova as well. More Final Scoring cards, more Base Conservation cards, more bonus tiles for conservation landmarks, not to mention new zoo cards, animals and sponsors that aren't sea animals as well.

If I could build my dream expansion from the ground up for *Ark Nova*, I wouldn't have even thought to include everything Capstone put in this box. The terms "above and beyond" don't even begin to cover what's been done here. *Marine Worlds* took one of my absolute favorite games of all time and grew, enhanced, and refined the entire experience into something beautiful. Each time I unpack my copy to set up a game now, I have that same sense of anticipation I had the first time I played. It's going to be a difficult task for Capstone to further improve the game going forward, but I'm certain they are up to the task.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the *Sorting Hat* would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.



MINDBUG: FIRST CONTACT (GHO MBO1)

From Ghost Galaxy, reviewed by Whitney Grace



8 & Up



2 Players

15 - 25 Minutes

\$22.99

Confession time — *Pokémon* is the reason I first became interested in the wide world of gaming. I loved playing the videogame on my Game Boy and when I was forced outside, I could continue playing with my pocket monsters using the trading cards. The wonderful thing about *Pokémon* is the variety of collectible creatures, each with an individual backstory and personality.

However, as much as I love *Pokémon*, the challenge of teaching the numerous intricacies resulting from the game's many evolutions over the years can be difficult. Fortunately, I have found a new unbridled passion for the equally (and all consuming) *Mindbug: First Contact* card game from Ghost Galaxy. *Mindbug* may be what would happen if a mind-controlling alien invaded Earth, then took *Pokémon*, *Go Fish*, and *Magic*, and fed it through a focus group of imaginative kids high on Ices. In other words, it's ridiculous-ly cool.



The game is named after Mindbug, the aforementioned invading alien is a one-eyed, pink brain with tentacles, housed in a vacuum tube space helmet. The pink brain cyclops captures players and forces them to command an army to fight its ancient foes. The game's premise is exceedingly simple and addicting: players summon bizarre creatures to battle their opponents. *Mindbug* has 48 cards, two life trackers, two reference cards, four Mindbug cards, and a manual.

Players set up the battlefield by shuffling the cards, then ten cards are dealt facedown to each individual. Each player next draws five cards from the dealt pile and sets their life trackers to three. After deciding who goes first, the active player must play a card from their hand and attack with a creature.

When the active player sends a creature card to battle, the opponent must decide if they'll use a Mindbug to control the beast or not. If the opponent uses the Mindbug card, they take control of the beast, add it to their team, and the active player takes another turn. If the Mindbug card isn't used, the active player attacks the opponent. The creature cards face off, resulting in a block, loss of life, and/or defeat. Defeated creatures are added to the discard pile.

Each creature card has a keyword that explains its ability. There are five keywords: tough, sneaky, poisonous, hunter, and frenzy. Think of these abilities as creature classes or types with easier to follow outcomes and less math. The reference cards were smart thinking



on the designers' parts, because they can be placed in the battle area and players aren't forced to reference the manual. Players fight each other until someone's life tracker hits zero. The last mind-controlled player standing is the champion!

The best part about *Mindbug* are the bizarre creatures used in battle. They're an exceedingly random bunch of mish mashed animals combined with a mythological bestiary. Some of my favorites are the Giraffodile, Tiger Squirrel, Snail Hydra, Kangasaurus Rex, and the Sharky Crab-Dog-Mummypus. Before you even ask, all the creatures are drawn exactly as they sound and yet are extremely unbelievable.



Mindbug is like a TV or book series you can jump into without knowing all the details. It's easy to pick up and learn the details as you play. It's why I hope the *Mindbug* team at Ghost Galaxy will continue creating new expansions for the game so we can see what outrageous creatures they imagine next. The first expansion, *New Servants*, is already available and I am sure to check it out soon!

...

Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.



RIFTS RPG: TITAN ROBOTICS SOURCEBOOK (PAL 0899)

From Palladium Books, reviewed by Thomas Riccardi



2 - 5 Players



14 & Up



90 - 120 Minutes



\$26.99

Deep within the Midwest, there are a chain of stores that are popping up in various cities and towns. These stores are all run by the mysterious Titan Robotics who offers everything from massive robots to power armor. But what are some of the secrets that Titan Robotics is trying to hide and what can be found in these new showrooms that are spreading throughout the world? These and other questions are answered in this latest supplement for the *Rifts Roleplaying Game* from Palladium Books.

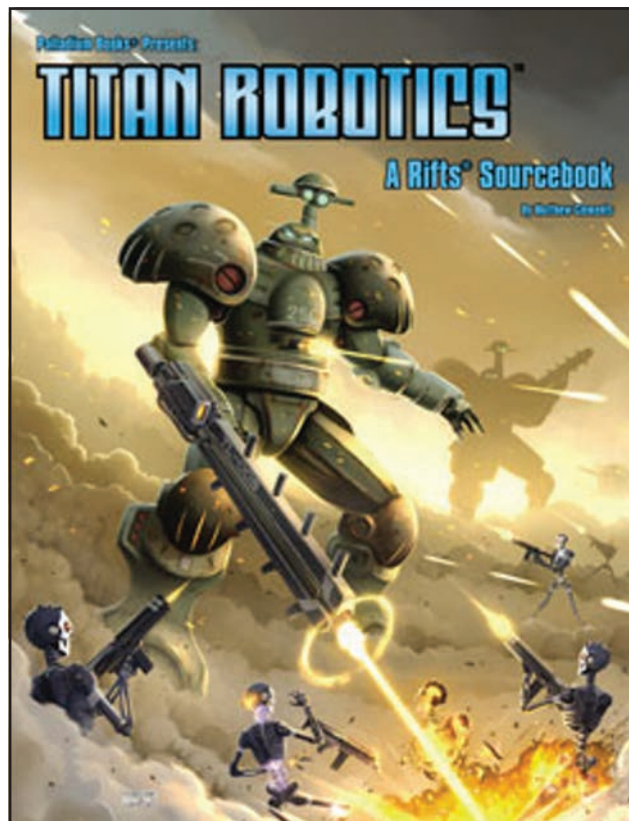
Living up to its name, there are 18 new robots that are introduced in this volume made by Titan Robotics. These range in functionality from models that can be used for construction and field engineering, to others designed primarily for combat. There are more than a few models that are in that category as some of these are just general combat models while others focus on fire support, scouting and even one designed specifically for dealing with demons. Each of these robots come with their complete specs including armor, weapons, and equipment, along with a short description of what the robot is along with its role.

But that's not all - this sourcebook also has 12 new power armors that can be used in a variety of situations. From a new flying titan-powered armor to other classifications that can be used on land, sea, and air in a variety of offensive and support roles. As with the robot section, each of these powered armors is explained in detail giving a list of weapon systems, MDC armor by location along with how much this costs, equipment and a small bit of lore on this weapon system.

Of course, in a world where such tech exists, there is also a black-market dealer called Gunny's Depot who carries a wide variety of equipment and can be found in almost any settlement. There are some black-market weapons included in this supplement along with another manufacturer of goods called Wellington Industries. This company provides all sorts of goods that anyone can use ranging from armor and close assault weapons such as a chainsaw to various weapons ranging from energy to rocket and grenade launchers. There's even a Sensor Controlled Anti-Vehicle Weapons System or SAWS which is a small device that can recognize targets and a pop-up missile launcher will fire on the enemy. There are also three Wellington vehicles ranging from an Assault Hover Bike to the "Rolling Thunder" All-Purpose vehicle.

This sourcebook even goes into detail about the Titan Robotics company including its history, their corporate mindset, their signature look, their goals, and corporate strategy. There is even a section on career opportunities within the corporation ranging from maintenance and sales to their armored security team and courier network, as well as information regarding some of the notable players within the corporation including Argent Goodson who is the CEO of the corporation and the home office which is located in New Cedarville. Also included is an insight into what some of these showrooms look like along with the services that are provided for their customers. It goes into detail about what is covered under their repair warranty just in case your robot suffers damage at the hand of a demon.

With all corporations, however, come some secrets and this is a



section that is exclusively for the game master as it goes into what this corporation is doing and the holdings that they have in the world. There is also a chapter dedicated to adventure and how the Titan Robotics corporation can fit into your world. With a plethora of ideas that can be used for your campaign there are ideas for more than a few adventures. Additionally, there are a few pages included if your players decide to infiltrate Titan Robotics.

Last, but not least, there is a section dedicated to the Rogue's Gallery of the characters who make up this corporation. From the previously mentioned Argent Goodson who is the face of Titan Robotics, to his lovely female companion Dianna Eve Middleton. Each of these characters comes complete with detailed stats, history and personality just to name a few.

This sourcebook is an amazing addition not just only to your Rifts campaign but seeing as this is based off the Palladium system it can be incorporated into other games as well. Some of these robots and weapon systems would be perfect for other systems like After the Bomb or Heroes Unlimited as these can be used for either ancient lost technology or security forces that are dispatched to protect a city. If you want to know more about this and other great releases head over to <https://palladiumbooks.com/> and get ready to find out the truth behind Titan Robotics.

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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Greetings GTM Fans!

For our inaugural 2024 issue, *Game Trade Magazine* is teaming up with Thunderworks Games for a legendary giveaway!

One lucky winner will win a copy of *Roll Player Adventures - Gulpax's Secret*, courtesy of the great folk at Thunderworks Games! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on December 26th and will close on January 29th, so don't delay!

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